

VSO
SREČ(K)O!



Uvod

V Kosovelovem letu smo si zadali cilj združiti koristno s prijetnim. Upad zanimanja za branje postaja kompleksen družbeni pojav, zato je ključnega pomena ustvariti spodbudno okolje za razvoj bralne kulture. Del tega okolja so tudi pri vseh generacijah priljubljene družabne namizne igre. Kosovelovo poezijo in njegove kraške podobe smo vpletli v igrive mehanike iger, ki so s taktičnimi potezami in živahno interakcijo primerne za vse generacije. Nastale igre odpirajo prostor, omogočajo drugačno doživljanje poezije ter na izviren način razkrivajo razsežnosti in sodobno aktualnost poezije Srečka Kosovela.

Namizne igre so razvijale študentke in študenti 1. letnika magistrskega študija Grafične in interaktivne komunikacije UL NTF v sklopu predmetov Inovacijski management in Trženjsko upravljanje podjetij po metodi oblikovalskega snovanja. Plod zagnanosti in motivacije študentk in študentov so izvirne in inovativne igre, v katerih se odraža neuklonljiv Kosovelov duh.

Vso Sreč(k)o!

Introduction

In the year of Srečko Kosovel, we set ourselves the objective of combining the beneficial with the enjoyable. Due to declining reading engagement, fostering an environment that supports the development of a strong reading culture is essential. Board games form an important part of this environment. We integrated Kosovel's poetry and Karst imagery into engaging game mechanics that, through strategy and interaction, appeal to players of all ages. The resulting games offer new ways of experiencing poetry while revealing the richness and contemporary relevance of Kosovel's work.

The games were developed by 1st-year students of the master's programme in Graphic and Interactive Communications at the University of Ljubljana, Faculty of Natural Sciences and Engineering, within the courses Innovation Management and Marketing Management. Their enthusiasm, creativity and commitment resulted in a series of original games inspired by Kosovel's spirit and vision.

Wishing you every Sreč(k)o!

Zahvala

Zahvaljujemo se

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Gnoj = Zlato

Gnoj = Zlato je tekmovalna družabna igra za dve ekipi, v kateri igralci z rimanimi namigi in izbiranjem kartic skušajo prvi zapolniti svojo igralno ploščo. Poseben dogodek »pretres«, prinaša nepričakovane preobrate in zahteva hitro prilagajanje strategije. Igra združuje sodelovanje, tekmovalnost in taktično razmišljanje ter ustvarja napeto in družabno igralno izkušnjo.

Gnoj = Zlato is a competitive party game for two teams in which players use rhyming clues and card selection to be the first to fill their game board. A special event, "Shake-Up," creates unexpected twists and requires quick strategic adaptation. The game combines teamwork, competition and tactical thinking, creating a tense and social playing experience.

Arvaj Lucija Brina, Baša Manca,
Gojević Žiga



Lov na verz: od Sežane do Tomaja



Igra Lov na verz: od Sežane do Tomaja je večgeneracijska namizna igra, ki združuje tekmovanje in sodelovanje med igralci. Med potovanjem igralci skozi različne dogodke spoznajo kraško okolje ter življenje Srečka Kosovela. Skupaj sodelujejo pri sestavljanju pesmi oziroma konsa. Igra ni zahtevna, spodbuja razmišljanje, izražanje in domišljijo, hkrati pa igralcem omogoča svobodno ustvarjanje, saj pri sestavljanju pesmi ni napačnih potez.

The game *Lov na verz: od Sežane do Tomaja* is a multi-generational board game that combines competition and cooperation among players. As they travel through various events, players learn about the Karst region and the life of Srečko Kosovel. Together, they collaborate to compose a poem or "kons." The game is not difficult; it encourages thinking, expression and imagination, while also allowing players to create freely, as there are no wrong moves when composing poems.

*Pipan Evelin, Stanonik Tinkara,
Vidic Nika*



Rimine



Rimine domine so družabna igra za 2–4 igralce, namenjena učencem prve triade. Igralci z lesenimi ploščicami povezujejo besede, ki se rimajo, cilj pa je prvi porabiti vse ploščice. Besede izhajajo iz Kosovelovih pesmi in njegovega okolja. Igra spodbuja razmišljanje, poslušanje in hitro odločanje, hkrati pa ustvarja zabavno, tekmovalno in družabno vzdušje.

Rimine is a game for 2–4 players designed for young children. Instead of matching dots, players connect wooden tiles with rhyming words, trying to be the first to use all their tiles. The words come from the poetry and environment of Srečko Kosovel. The game encourages listening, thinking, quick decisions and creates a fun, competitive atmosphere.

*Jesenko Zala, Juvančič Živa,
Špik Alen*



Med vrsticami

Kako bi z eno samo rimo, metaforo ali risbo povezali več različnih ilustracij? Med vrsticami je družabna igra za 2–12 igralcev, v kateri skozi ustvarjalne izzive podajate namige in iščete nepričakovane povezave med ilustracijami. Včasih bo rešitev očitna, drugič pa se boste začudeno spraševali: »Kako si sploh prišel do tega?« Vsak krog odpira nove možnosti za ugibanje, smeh in ustvarjalne povezave, zaradi katerih nobena igra ni enaka prejšnji. Boste znali najti pravo povezavo med vrsticami?

How would you connect several different illustrations using just a rhyme, a metaphor or a drawing? Med vrsticami is a board game for 2–12 players, in which you give clues through creative challenges and search for unexpected connections between illustrations. Sometimes, the answer will seem obvious, while other times you will find yourself wondering: “How did you even come up with that?” Each round opens up new opportunities for guessing, laughter and imaginative associations, ensuring that no two games are ever the same. Can you find the right connection between the lines?

*Krajnčič Naja, Ražem Naja
Sarjanović Anja*



Medolov



Medolov je modularna sodelovalna igra za otroke v prvi triadi osnovne šole, navdihnjena s poezijo Srečka Kosovela. Namesto tekmovanja otroci skupaj vodijo lačnega medvedka skozi dinamično pot ilustriranih polj. Aksijske kartice aktivirajo skupino skozi gibalne, jezikovne in iskalne naloge, medtem ko nagajiva polja zahtevajo popolno skupno sodelovanje. Igra ne omejuje otroške energije, ampak jo usmeri v ustvarjalnost, gibanje, empatijo in zabavno povezovanje.

Medolov is a modular cooperative game for elementary school children, inspired by Srečko Kosovel's poetry. Instead of competing, players guide a hungry bear along a dynamic path of illustrated tiles. Action cards activate the group through physical, language and search tasks, while mischievous tiles require total cooperation. The game channels children's energy into creativity, movement, empathy and fun bonding.

Kniewald Eli, Valenta Nik



Sonček boža



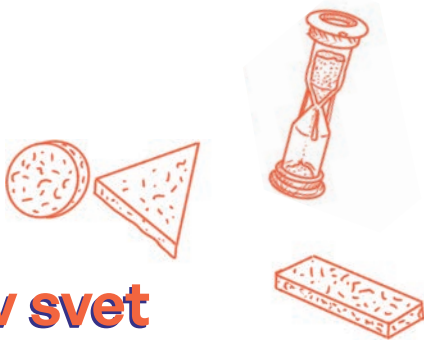
Sonček boža je preprosta tekmovalna igra primerna za 2–6 igralcev. Ploščo pred igranjem igralci sami pripravijo, kar naredi vsako igro unikatno. Nato z metom kocke igralci postavljajo žarke v kanalčke plošče od sonca do živali, da jih dosežejo pred soigralci. Ko so vsi žarki že na plošči, jih igralci začnejo prestavljati in s tem še dodatno oteževati igro soigralcem. Zmaga tisti, ki tekom igre nabere največ živali. Igra je primerna tako za najmlajše kot tudi celo družino.

Sonček boža is a simple competitive game suitable for 2–6 players. Before playing, the players set up the board themselves, which makes each gameplay unique. Then, by rolling the dice, players place their rays into the board's channels, from the sun to the animals, in an attempt to reach them before their opponents do. Once all the rays are on the board, players begin moving them around, making the game even more difficult for their opponents. The winner is the player, who collects the most animals during the game. The game is appropriate for both young children and the whole family.

Bratina Zala, Martinšek Klara



Sestavi Kosovelov svet



Sestavi Kosovelov svet je ustvarjalna igra za 1–4 igralce, v kateri otroci s pomočjo geometrijskih likov iz filca sestavljajo motive s kartic. Igralci iščejo ustrezne oblike, tekmujejo s časom ter zbirajo točke za natančnost in pravilne barve. Igra spodbuja ustvarjalnost, opazovanje in fino motoriko, otroci pa spoznavajo letne čase in kraški svet Srečka Kosovela. Kombinacija učenja, hitrosti in domišljije ustvarja zabavno in rahlo tekmovalno vzdušje.

Sestavi Kosovelov svet is a creative game for 1–4 players where children use geometric shapes from felt to recreate images from cards. Players search for shapes, race against time, and score points for accuracy and colours. The game encourages creativity, observation, and fine motor skills while introducing children to the seasons and the Karst world of Srečko Kosovel. Its combination of learning, speed, and imagination creates a fun and slightly competitive atmosphere.

*Đukić Kristina, Klopčič Tadeja,
Vaseva Matea*



Konstruktivity



Konstruktivity je družabna igra, v kateri igralci skozi ustvarjalne naloge spoznavajo poezijo Srečka Kosovela. Z vlečenjem kartic s kiticami in nalogami morajo v omejenem času izvajati pantomimo, iskati rime, sestavljati verze ali pripovedovati zgodbe. Uspešno opravljene naloge omogočajo napredovanje po igralni plošči. Igra združuje tekmovalnost, sodelovanje in ustvarjalnost ter na zabaven način približa poezijo mladim igralcem.

Konstruktivity is a board game where players explore the poetry of Srečko Kosovel through creative challenges. By drawing verse and task cards, players must perform pantomime, find rhymes, create verses, or tell stories within a limited time. Successfully completed tasks allow players to move across the board. The game combines competition, teamwork, and creativity while introducing poetry in a fun and interactive way.

Arsovska Marija, Mori Urška



KosoVerz



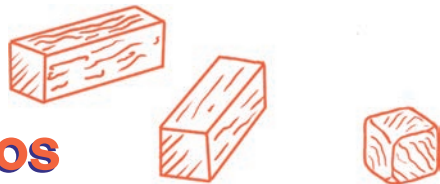
Igra KosoVerz je ustvarjalna družabna igra s kartami za 3–6 igralcev, starih 14–19 let. Cilj igre je povezovanje verzov iz pesmi Ekstaza smrti avtorja Srečka Kosovela z vsakdanjimi situacijami in občutki mladostnikov. V vsakem krogu igralci izberejo karto in glasujejo za najbolj izvirno oziroma prepričljivo povezavo. Spodbuja kreativnost, asociativno razmišljanje in interpretacijo poezije ter ustvarja dinamično, humorno in zabavno izkušnjo.

The game KosoVerz is a creative card-based board game for 3–6 players aged 14–19. Its goal is to connect verses from the poem The Ecstasy of Death by Srečko Kosovel with everyday situations and feelings of young people. In each round, players choose a card and vote for the most original or convincing connection. The game encourages creativity, associative thinking, and interpretation of poetry, while creating a dynamic, humorous, and entertaining experience.

Dolgov Kaja, Smej Lana



Kos na kos



Kos na kos je družabna igra z lesenimi barvnimi kvadri za 2, 4 ali 6 igralcev, navdihnjena s poezijo Srečka Kosovela. Igralci gradijo stolp in povezujejo enake barvne ploskve, da ustvarijo čim daljšo pot ter zbirajo točke. Posebna kvadra, zlato in gnoj, prinašata dodatne taktične preobrate. Igra spodbuja strategijo, opazovanje in prostorsko razmišljanje.

Kos na kos is a board game for 2, 4 or 6 players featuring colourful wooden blocks inspired by the poetry of Srečko Kosovel. Players build a tower by connecting matching colours to create the longest possible path and score points. Two special blocks, gold and dung, add tactical twists to the game. The game encourages strategy, observation, and spatial reasoning.

*Gašperič Eva, Teršar Sara,
Podvez Maša*



Konskotniki

Konskotniki je napeta taktična družabna igra za 2 igralca. Cilj igre je s premišljenim zlaganjem svojih konskotnikov (geometrijskih likov) na šahovnico prostorsko omejiti nasprotnika in popolnoma blokirati njegove poteze. Igralca z uporabo akcijskih kartic, ki določajo, na kakšen način se zlagajo konskotniki, gradita vsak svojo mrežo, ki mora ostati neločljivo povezana. Igra ponuja obilo podlih preobratov, taktiziranja in zabave!

Konskotniki is an exciting, tactical board game for 2 players. The goal of the game is to strategically place your "konskotniki" (geometric shapes) on the chessboard to limit your opponent's space and completely block their moves. By using action cards that dictate how the pieces are placed, both players build their own networks, which must remain inextricably linked. The game offers plenty of underhanded twists, clever tactics, and tons of fun!

Jereb Macur Živa, Dovnik Rebek



Verzacije



Verzacije je izobraževalna igra zlaganja Kosovelovih pesmi. Igralno polje je lahko karkoli, miza, tla ali klopca. Pesmi s pomočjo kitic na karticah sestavljamo skupaj v vrsticah in stolpcih, tako da na koncu dobimo mrežo Kosovelovih najbolj priljubljenih del. Cilj igralca je, da sestavi čim več Kosovelovih pesmi v pravilnem vrstnem redu. Igralci tekmujejo v svojem znanju Kosovelovih pesmi in strateškem razmišljanju.

Verzacije is an educational game of arranging Kosovel's poems. The playing field can be anything you want: a table, floor, or bench. The stanzas of the poems on the cards are arranged together in rows and columns, so that in the end we get a nice grid of Kosovel's most popular works. The player's goal is to arrange as many of Kosovel's poems in the correct order as possible. Players compete in their knowledge of Kosovel's poems and strategic thinking.

*Fileva Delfina, Mandelj Brita,
Sofija Stojanovska*



Pot Kosovela

Postavite se v kožo Srečka Kosovela in se z vlakom odpeljite s Krasa v Ljubljano. Igra prinaša obilo zabave za vse ljubitelje dobrih izzivov, od najmlajših do najstarejših. Cilj igre je čim hitreje priti s Krasa, kjer se je rodil slavni pesnik, v Ljubljano, kamor je odšel študirat.

Igra je plod sodelovanja med študenti prevajalstva (UL FF), ki so poskrbeli za besedila izzivov in citate, ter ekipo študentov (UL NTF), ki so poskrbeli za idejno, igralno in oblikovno zasnovo igre.

Step into the shoes of Srečko Kosovel and take the train from the Karst region to Ljubljana. The game offers plenty of fun for every challenge seeker, from the youngest to the oldest. The goal of the game is to travel as quickly as possible from the Karst, where the famous poet was born, to Ljubljana, where he went to study.

The game is a result of collaboration between students of translation studies at the Faculty of Arts, University of Ljubljana, who prepared the texts for challenges and quotations, and a team of students from the Faculty of Natural Sciences and Engineering, University of Ljubljana, who developed the game concept, mechanics and visual design.

*Dimitrijević Vladana, Fuks Alen,
Jelenc Jure*



Skica' 26



Skica' 26 je družabna igra za 4 ali več igralcev, razdeljenih v ekipe. Igralci svoji ekipi zgolj z risanjem predstavljajo pojme, vzete iz del Kosovela. Na vsaki kartici sta dva pojma – lažji in težji. Igralec se odloči med varnejšo izbiro, ki ekipo premakne za eno polje, ali pa tvega s težjim pojmom, ki prinese napredovanje za tri polja. Če ekipi uspe uganiti pojem pred iztekom peščene ure, se premakne za ustrezno število polj. Zmaga ekipa, ki prva doseže cilj.

Skica' 26 is a party game for 4 or more players in teams. Players draw concepts from Kosovel's works for their team to guess. Each card features two concepts – an easier one and a harder one. A player chooses between the safer option, moving the team by one space, or takes a risk with the harder concept, advancing the team by three spaces. If the concept is guessed before the time runs out, the team moves by the corresponding number of spaces. The first team to reach the finish line wins.

*Javornik Rok, Zupan Eva,
Češnjevar Jan*





Lovci na verze

Lovci na verze je tekmovalna igra za 3–5 igralcev, navdihnjena s poezijo Srečka Kosovela. Cilj je biti prvi, ki se znebi vseh kart. Igralci se pomerijo v hitrem nadaljevanju verzov, medtem ko posebne karte – Revolucija, Kapitalizem, Drama Queen – vnašajo nepričakovane preobrate. Kdor pozna verze, lahko skoči v igro izven vrstnega reda in prehití druge. Igra združuje znanje, taktiko in zabavo ter poezijo spremeni v živahno, nepredvidljivo doživetje.

Lovci na verze is a competitive game for 3–5 players, inspired by the poetry of Srečko Kosovel. The goal is to be the first to get rid of all your cards. Players compete in quickly continuing poetic verses, while special cards – Revolution, Capitalism, Drama Queen – introduce unexpected twists. Whoever knows the verses can jump in out of turn and outsmart the others. The game blends knowledge, tactics and fun, turning poetry into a lively, unpredictable experience.

*Fabijan Eva, Gorišek Taja,
Povše Jaka*



Kraška pantomima



Kraška pantomima je zabavna igra, prilagojena otrokom med 6. in 9. letom starosti, ki se prvič spoznavajo z življenjem, delom in simboliko slovenskega pesnika Srečka Kosovega. Je reinterpretacija klasične igre Pantomima, njihova naloga pa je, da izbrane simbole iz življenja in dela Srečka Kosovega prikažejo s telesno mimiko. Igra poteka med dvema skupinama, ki tekmujeta v ugibanju simbolov. Igra je zabavna, otroci pa skozi simbole spoznavajo Kosovega in njegov domači Karst.

Kraška pantomima is an entertaining game designed for children aged 6 to 9 who are being introduced for the first time to the life, work and symbolism of the Slovenian poet Srečko Kosovel. The game is a reinterpretation of the classic game of charades. Players are tasked with expressing selected symbols from Kosovel's life and work through body language and gestures. The game is played by two teams competing to guess the symbols being acted out. While having fun, children learn about Kosovel and his native Karst region through the symbols featured in the game.

*Hiseni Teodora, Jakob Sašo,
Karišik Jovana*



Babilon: prevajalski izziv



Babilon: Prevajalski izziv je didaktična igra, kjer igralci v skupinah po 2–3 člane prevajajo poezijo s pomočjo kart, ki določajo besedilo, jezik, literarno obliko, strategijo in omejitve prevoda. Skupine istočasno vzamejo z vsakega kupa kart po eno karto ter na podlagi določenih pogojev v omejenem času ustvarijo prevod. Igra spodbuja sodelovanje, ustvarjalno razmišljanje in razmislek o prevajalskih odločitvah.

Igra je plod sodelovanja med študenti prevajalstva (UL FF), ki so poskrbeli za besedila, ter avtorjem Sandijem Selanom (UL NTF), ki je poskrbel za idejno, igralno in oblikovno zasnovo igre.

Babilon: Prevajalski izziv is a didactic game in which players, working in groups of 2–3, translate poetry with the help of cards that determine the text, language, literary form, strategy, and translation limitations. All of the players draw one card from every deck and based on the given conditions, each group creates a translation within a limited time. The game encourages collaboration, creative thinking, and reflection on translation decisions.

The game is a result of collaboration between students of translation studies at the Faculty of Arts, University of Ljubljana, who prepared the texts, and Sandi Selan from the Faculty of Natural Sciences and Engineering, University of Ljubljana, who developed the game concept, mechanics and visual design.

Sandi Selan



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