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Gamers **For** Cause

Achieving **good** with every **player**



ABOUT US

- We are a **501c3 Non-Profit Charity**
- **We drive** creative, engaging events to fundraise for various causes.
- **We unite** communities to participate and inspire positive change.
- **We educate** to spread awareness about real world causes, common and rare.

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A 501C3 NONPROFIT CHARITY

- Our operations and event costs are mainly covered via sponsors and partners, donations are also welcome through contacting us. We want to focus on keeping our overhead costs low and at the same time make our visions for events feasible.
- Our goal is to support various causes, so our non-profit encourages enabling others take our events and create a positive change.
- Long-term, we want to connect organizations in the charity space by fostering networking through our ideas and unified events.



OUR MISSION

Drive fundraising and awareness for meaningful causes through engaging events that unite communities and inspire positive change.

The State of Charitable Giving

Charities mainly focus on one specific cause.

Many real-world causes exist, but only a few of them get a proper spotlight.

Charities with small communities struggle with outreach, as well as financial backing, where their owner pays from their own wallet.

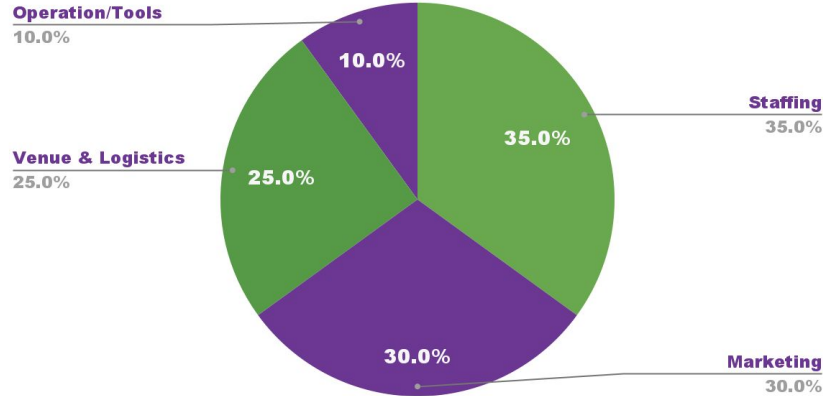
Involvement with charities mainly include donating, but may not include opportunities for people to feel like they made a difference.



FUNDING

Event Funding Example

Varies with each Event Proposal



01

We prioritize paying for operation and event costs. This is done via funding from sponsors, grants, and donations sent directly to us.

02

Donations made for the intended event will go directly to the charity that we are fundraising for, through the donation platform set up for that event.

03

Event scope will be based on 'stretch goals' reached during funding phase.

04

We plan to use existing donation platforms for each event. The platform may vary per event.



OUR SYSTEM

For each event we approach the following system:



- 1 Select a **cause**.
- 2 Create an **event proposal** that fits the mission.
- 3 Select a **fundraiser** to pair up with and help promote the event.
- 4 Work on event **logistics and budget**.
- 5 Pitch to **sponsors / donors**.
- 6 Contract appropriate **team members** for event.
- 7 **Host** the event!
- 8 Create **impact report** and reflection.



WE DRIVE

01

Creating Fun And Engaging Events

- Can be in-person as well as online, making participation accessible through live streaming.
- People online can complete incentives or interact virtually to assist in-person events.
- We team up with a fundraiser that ties to a cause that is chosen.
- We produce the event by recruiting contractors who specializes in right areas and reaching out to our network to help.
- Results happening in real-time by completing goals/challenges will give participants (players) a good sense of accomplishment, where they can say they were a part of that.



WE UNITE

02

Uniting Communities and Charities

People want to be a part of something good, but how will they get the chance to when everyone's situation is different?

- Reach out to various communities, ones that support the cause on a different scale and ones who share a similar medium and would want to be involved in an event - either virtually or physically.
- Connect similar communities with each other, promoting them so they can network and grow during and after the event.
- Events can involve representatives from each community, perhaps one on each "team" in a competition - if an event is focused that way.
- Viewers virtually could make a difference to participants who are in-person events.



WE EDUCATE

03

Educating on Real World Causes

- Leverage interactive livestreaming to bridge virtual viewers and on-site participants during the event. Spotlight the locations the cause is supporting - let the viewers and participants see the real world issue for themselves.
- Utilize attention-span friendly methods to spotlight the event's cause, such as short form videos, in-person cameo appearances or short engaging interviews of parties who are affected by the issue.
- Create live, interactive virtual challenges with prizes to help make information memorable (quiz contests, scavenger hunts etc).
- We encourage spreading our research and learning to inspire others to recreate the events on their own.



EXAMPLE EVENT IDEAS

Gaming tournament at a Nursing Home bringing awareness to the **Elderly Loneliness Epidemic**.

Livestream to keep **sheltered animals company**. Fun challenges will provide incentives to unlock supplies, while raising awareness about adoption.

Hold a World Record Event (ie largest amount of cosplayers in a room) to promote **mental health awareness**.

Designing a **community art piece in-game** that will be created in real life, bringing awareness to a cause.

An **in-person scavenger hunt** where people online can help geo-guess specific locations and solve riddles to assist their team.

A competition or collaboration for solving software-based game puzzles to fold protein, to help **decode DNA sequences**.

Utilize the metaverse, to **re-design a community area** that needs repair in real life.

And many more!



COLLAB WITH US

Gamers For Cause wants to focus on bringing awareness to causes common and rare, as well as giving people opportunity to learn, network, and grow on top of inspiring positive change.

We are always open to hear from folks who want to help make our vision a reality, including subject matter experts, consultants, partners, sponsors and of course the community.

If we can get just one person inspired enough to make an impact, big or small, in a cause we focused on - we stayed true to our mission.



CONTACT US

Get in touch with us and let's achieve good with every player!



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THANK YOU FOR CARING

