

#SafeInOurWorld



THE VIDEO GAMES MENTAL HEALTH CHARITY



Safe in Our World is an accredited charity supported by industry luminaries, veterans and ambassadors across the world, and its mission is to create an online destination where people can seek help, gain access to resources and information, and discover stories from real people within and surrounding the games industry. Safe in Our World aims to enable conversations by destigmatizing the mental health conditions; helping a generation of creators, professionals and players come together in support of each other.



Trustees

The Safe in our Worlds Trustees are a responsible management and administration. We currently have seven trustees and aim to have a board that can reflect the diverse communities of the video games industry, whilst also having a direct experience and knowledge of mental health conditions.



GARETH WILLIAMS | CO-FOUNDER



GINA JACKSON



IMOGEN BERESFORD-BONE



LEO ZULLO | CO-FOUNDER AND CHAIR



LOGAN HARRINGTON



MATTHEW MURPHY



NEIL BROADHEAD | CO-FOUNDER



TIM DAVIES



VICTORIA PEGGS

Safeinourworld.org

The hub of the charity

Home to stories from other gamers about their own journeys

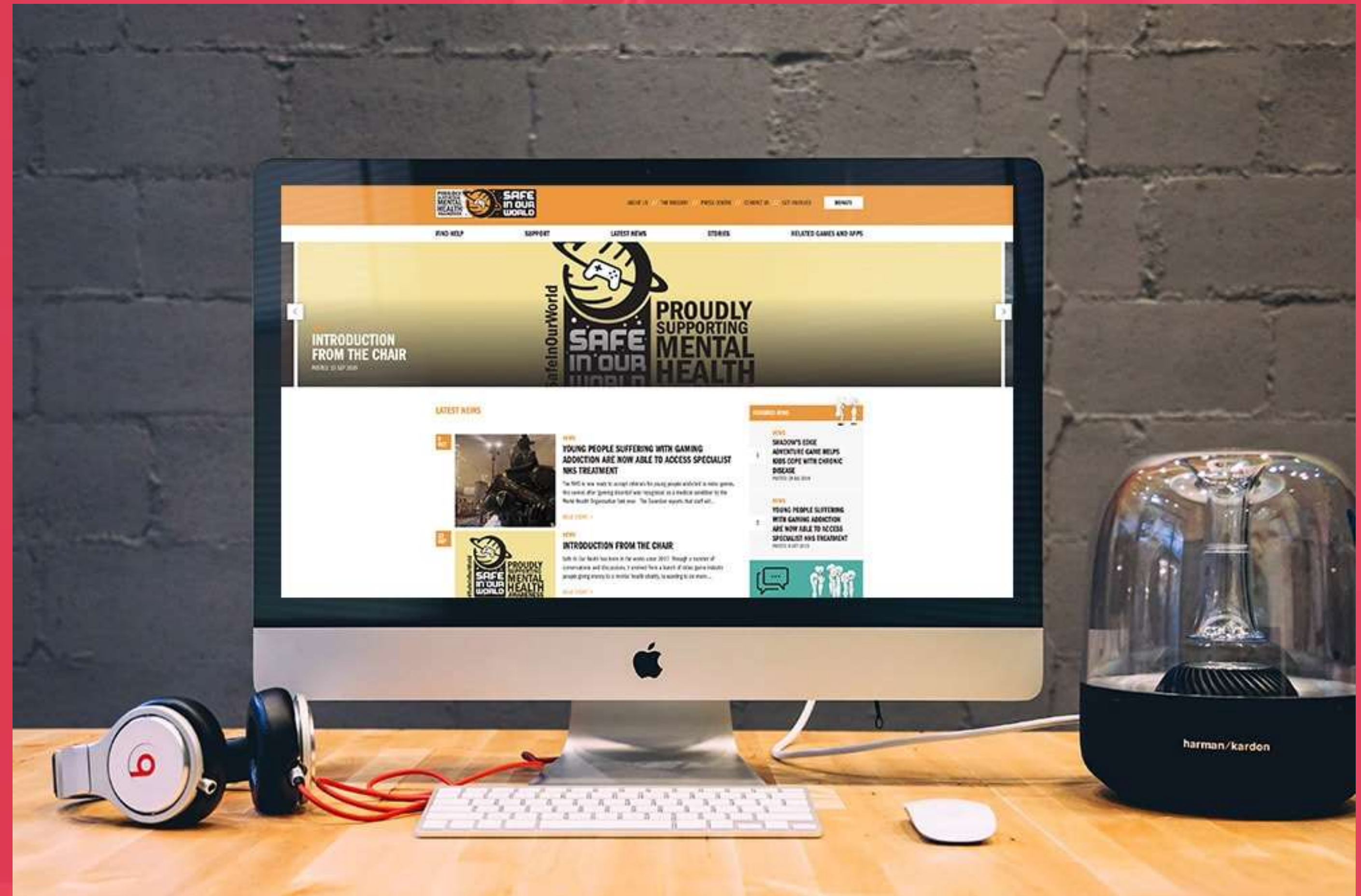
Highlighting video games that have been released to create conversations around mental health

An 'I need help now' list of all emergency and support numbers globally

Mental health information, written by gamers, for gamers!

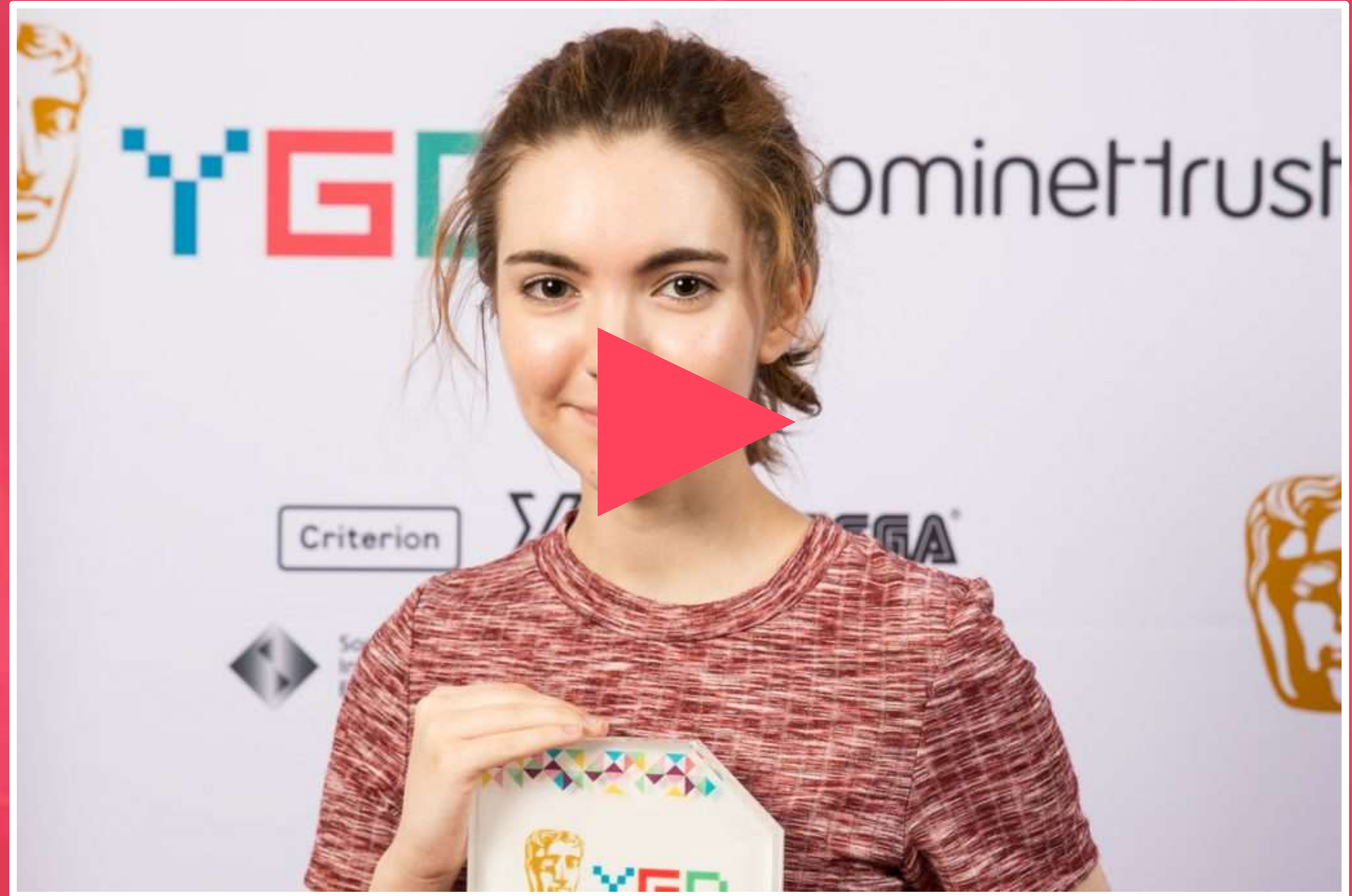
The latest news, relevant to mental health

Toolkits and resources for companies, players, streamers and content creators



Fractured Minds

The first initiative from Safe In Our World is to highlight mental health issues through vital exposure in gaming experiences; beginning with *Fractured Minds* from BAFTA Young Games Designer award winner, Emily Mitchell, then a young 17 year old who found solace through game development. More projects will be announced in the coming weeks that will be supporting Safe In Our World.



SUPPORT THE CHARITY



We need help from as many people as possible. This really is a charity for the gaming industry, by the gaming industry. Getting involved could mean donating a couple of hours each month to help us move the charity forward, or by simply sharing our messages and representing the charity within your communities.

PATRON

Patrons are vital to the charity, and help define our output and leverage support from within the industry. If this was AA ARPG, these are the hero characters. Each of them works as widely as possible to drive more conversation about mental health..

- Voting rights with key decisions
- Share Safe news within workplace
- Champion Safe to colleges
- Be a voice during our campaigns
- Lend your names to support the cause
- Represent us at a wide variety of levels
- Occasional meet ups

AMBASSADOR

This incredible group of people help promote our message as widely as possible and encourage more people to talk about mental health. Ambassadors are selected from across the video games industry, from incredible gamers, to coders and streamers.

- Support us on Social Media
- Represent us at events
- Help us with fundraising activations
- Share our news and mission with communities
- Annual meet ups





It's time to talk.

Safe In Our World **needs you**, and it all starts
with a hello.

hello@safeinourworld.com