

Safe In Our World Celebrates 2nd Anniversary As New Initiatives Drive Progress Towards Helping Millions Worldwide

Community Managers Mental Health Course and Expanded Level Up Partner Offering Increases Engagement Across The Industry

London, UK. October 8th, 2021, Videos Games Mental Health Charity, Safe In Our World (<http://www.safeinourworld.org>) today announced a series of initiatives to celebrate its 2nd anniversary on World Mental Health Day 2021 , with a year of achievement in scaling both the charity and its outward community and industry programmes.

From expanding the initial target of training 50 community managers to delivering mental health first aid training to nearly 200 community managers globally by the end of 2021, funded by [Jingle Jam 2020](#), every initiative undertaken by the charity now has room to expand and reach more people than ever before. And with 80+ studios, publishers and developers signed up as [Level Up Partners](#), committed to positive change within the industry and within their own businesses, a bespoke partner hub was delivered in the second half of 2021; delivering more information, [training](#), and resources to more employees than ever. In addition, in May 2021 at the height of the last Covid-19 lockdown, the charity launched the Safer Together [Discord](#) channel, including a forum for community managers, aimed at bringing the video games community closer together.

“We are enormously proud of the work our fantastic team and a long list of supporters, from Ambassadors to Trustees, have achieved in the last year.” Said **Leo Zullo**, Co-founder and Chair of Safe In Our World. “We’ve gone from a Trustee-led organisation to a charity with multiple employees and initiatives that make a huge difference in the lives of so many. This was always the plan, and we would like to thank the community, industry, and all those involved directly for their hard work, commitment and drive to deliver exceptional programs and real-world impact on behalf of Safe In Our World.”

SAFE IN OUR WORLD

Celebrates 2nd Anniversary



100+
Champions



58
Ambassadors



28
Patrons



80+
Partners



Launched Safe Space: The Safe In Our World Podcast

£60k+ raised from charity games bundle & Mental Health Month



Released official merch line

12+ new Level Up resources & exclusive Partner web-area



Inspired academic music composition showcase

200+ Community Managers offered free Mental Health training



Attended/spoke at over 30 events

Collaborated on gamers mental health survey & joined advisory panel in games research project



Formation of Expert Clinical Advisory Board



THANK YOU FOR YOUR SUPPORT

#SafeInOurWorld

safeinourworld.org

Safe In Our World is pleased to invite the videogames community to celebrate these milestones together, both on the official website, as well as via social channels and the Safer Together Discord.

In the two years since Safe In Our World formed, the charity has united the industry with its campaign for the removal of stigma around mental health and ensure gamers and teams can find the right support. Over 80 of the biggest gaming companies having joined to forward the charities mission ongoing activities.

For more information, and to download press assets, please visit:

Safe In Our World <https://safeinourworld.org/press-centre/>
For press enquires please email press@safeinourworld.org

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About Safe In Our World

Safe In Our World is a registered charity in England and Wales no. 1183344. A team of seasoned gaming veterans passionate about mental health brainstormed for over two years over ways they could make a difference. Launched on World Mental Health Day on October 10th, 2019, its aims are to raise awareness of mental health issues within the video games industry, and to provide resources, signpost help, and to drive change for everyone connected with the industry, for developers, publishers and service providers, to content creators and players. Its initial 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, with more detailed policies available via the website. Safe In Our World is a worldwide hub accessible for anyone in need.