

## **SAFE IN OUR WORLD LAUNCHES COVID-19 HUB TO SHARE RESOURCES, INFORMATION AND ADVICE FOR PLAYERS AND CREATORS**

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London, April 7th 2020 – Videogames Mental Health Charity, Safe In Our World ([www.safeinourworld.org](http://www.safeinourworld.org)), today announced the launch of a dedicated hub for Covid-19 resources, information, and advice.

With the advent of lockdowns across Europe and the US, Safe in our World, the videogames mental health charity has launched a new hub for those in need of support, advice and information in these unprecedented times. The Covid-19 hub is available online, and will be updated regularly: <https://safeinourworld.org/covid-19/>

Launching today, the hub offers advice on managing stress, coping with isolation, relaxation and excise techniques, as well as highlighting videogames that may aid those suffering, or finding it hard to cope with the changes in daily life.

Leo Zullo, Chairman of Safe in our World said, “As a charity, we’re doing our best to support those around us, and the wider industry. Whether working from home within the industry, or our players, everyone will be adjusting to a new normal. This dedicated hub is designed to signpost techniques to help deal with the challenge of isolation. We’ll continue to do everything we can to help.”

Officially unveiled in 2019 on World Mental Health Day, 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.

In 2020, Safe In Our World will continue to make more announcements and share updates on its efforts and impact to the global gaming community.

Safe In Our World is a registered charity in England and Wales no. 1183344 but its objectives and mission is global.

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

Safe In Our World <http://bit.ly/SafeMedia>

Fractured Minds <http://bit.ly/FracturedMindsPR>

SOCIAL MEDIA:

[twitter.com/safeinourworld](https://twitter.com/safeinourworld)

[facebook.com/safeinourworld](https://facebook.com/safeinourworld)

[instagram.com/safeinourworld](https://instagram.com/safeinourworld)

For press enquires please email [press@safeinourworld.com](mailto:press@safeinourworld.com).

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.

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