



Safe In Our World Celebrates 3rd Birthday with New Mental Health Resources, Ambassador Programme, and Partnership Expansion

Driving positive change and reducing the stigma around mental health in the games industry. Safe In Our World has already provided support for over 200,000 people as it pushes forward into its fourth year with valuable new initiatives and announcements.

LONDON, UK – 10th October, 2022 – Games industry mental-health charity, Safe In Our World, is celebrating its third birthday on World Mental Health Day today with a host of exciting new announcements, including new resources, a brand-new Ambassador Program, expansion of its #LevelUp partnership, and more.

Safe In Our World was founded in 2019 with the goal of promoting mental health awareness within the games industry. The charity provides a space for industry members, creators, and gamers alike to seek help, access information, and open up dialogue about mental well-being.

Watch Safe In Our World [interview industry members and gamers](#) about the need for mental health awareness within the games industry.

Alongside an information-packed website that has provided support for over 200,000 people so far, a dedicated Crisis Hub offering targeted resources to those affected by crisis, and an A-Z index of mental-health terminology, Safe In Our World is pleased to announce the arrival of a brand-new resource today; The Mental Health Guide for Community Managers.

Safe In Our World has been offering a free Community Management Mental Health Training Programme since July 2021 and has trained over 250 individuals since its inception – well beyond the initial 50 targeted with funding from Jingle Jam. The launch of the Community Manager Mental Health Guide will complement the training programme, while providing support for those who have been unable to participate.

The charity is also pleased to report internal expansion with new staff members and trustees, as well as signing up over 140 Level Up Partners since the programme started. Safe In Our World's Level Up Programme challenges companies and individuals within the games industry to ensure their workplaces are safe and supportive environments with regards to their teams' mental health at all times. This is supported by a range of resources,

including toolkits, training, and an exclusive members' area. Find out more about the Level Up Programme [here](#).

SAFE IN OUR WORLD

CELEBRATES 3RD BIRTHDAY
ON WORLD MENTAL HEALTH DAY 2022

OVER 250 COMMUNITY MANAGERS
have been enrolled in free mental health training with Safe In Our World

OVER 200,000 GAMERS
have been sign-posted to life-saving resources and support on our website

OVER £90,000 OF FREE TRAINING
has been provided to the games industry so far

30+ PODCAST EPISODES
have been produced covering topics such as ADHD, BPD, addiction, EDI and more with over 2.5k plays

RELEASED A STUDENT TOOLKIT
which covers student mental health, self-care and employability skills

ENROLLED 140+ LEVEL UP PARTNERS
and connected them with resources and training to better support their teams

For more information, visit safeinourworld.org

@SafeInOurWorld

As Safe In Our World enters its fourth year, the charity is set to expand even further with the launch of its new Ambassador Programme, sponsored by Techraptor, which opens for applications today. The programme will welcome new members every year as the “Class of...”, inviting ambassadors to champion the Safe In Our World message through activities, events, fundraising, and more.

Ambassadors will benefit from dedicated spaces on the Safe In Our World website and Discord, priority with regards to news and upcoming initiatives, and the opportunity to represent the charity in content alongside gaming companies, developers, and other creators. Applications close on November 20th, and interested parties can find out more and sign up [here](#).

The Safe In Our World team is comprised of talented and compassionate individuals dedicated to affecting change within the games industry. Working with creators, partners, and sponsors, the team will be hosting an online fundraising event: Press Pause. Available on Tiltify as a series of Twitch and YouTube streams happening from the 14th-16th of October, Press Pause will provide a safe, relaxing, and healthy space for gamers to unwind and process emotions – all while raising money to support the charity’s valuable work. Follow the Press Pause event on Tiltify [here](#). If you’re interested in co-streaming these events, please contact Rosie Taylor via the form [here](#).

Safe In Our World's third anniversary is shaping up to be active and rewarding, and this wouldn't be possible without the support of the charity's trustees, sponsors, patrons, Mental Health Ambassadors, and more.

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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 within the video games industry and to provide resources, signpost help, and drive change for everyone connected with the industry – from 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.