

Safe In Our World Announces New Class of 2024 Ambassadors In Partnership with Playground Games

LONDON, UK – December 6, 2023 – Video games mental health charity, Safe In Our World, announces their [Class of 2024](#) cohort of Ambassadors who will support in amplifying the charity's message and mission in mental health awareness.

30 individuals were selected after receiving a record-breaking 220 applications, welcoming new voices from publishing and development, journalism, research, content creation, and other non-profit organizations. They each bring a unique perspective on improving mental health awareness in the video games industry with a myriad of experiences.

The Programme will be sponsored by Playground Games. Playground Games is a AAA Xbox Games Studio. Their mission is to make genre-defining video games for a global audience. They are proud to be the creator and developer of the award-winning Forza Horizon series, and to be developing Fable, a new beginning for a legendary franchise.

Playground Games Head of Studio, Trevor Williams, commented:

“Playground Games are delighted to be the sponsor for the 2024 Ambassador Programme. We all go through tough times in our lives whether professionally or personally and it is important to look after one another and work together to build a safe environment within gaming and our individual workplaces. We value Safe in Our World’s incredible determination to create and foster worldwide mental health awareness within the video game industry and strive to support our ambassadors in reaching this mission.”

The full cohort of ambassadors joining Safe In Our World’s Class of 2024 can be found [here](#).

For PR enquiries, please contact: hello@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 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.