WHO WE ARE

*Girls Make Games* is on a mission to address the gender gap in the games industry. Our programs are designed to teach and inspire girls between ages 8 - 18 to explore the world of video games.

What started as an attempt to bring the first all-girls game camp to the Bay Area has now become a global initiative to address women’s representation in the gaming industry worldwide.

OUR MISSION

Here at GMG, we want to address the gender gap by reaching out earlier. GMG’s flagship summer camps give elementary through high school girls the opportunity to work alongside mentors and established industry professionals to create fully playable games.

Thanks to partnerships with tech and game industry giants, our programs provide students the ultimate crash course in game design and development.
WHY YOUR SUPPORT MATTERS

The video game industry is currently undergoing one of the greatest periods of growth in history. According to the 2017 Global Games Market Report, the worldwide game industry revenue exceeded $116 billion in 2017. In 2015, CNN listed “Game Designer” as one of the fastest growing careers in the last decade.

Despite its incredible gains, the industry is still crippled by a lack of gender diversity. Women occupy a mere 12% of industry jobs, yet make up nearly 47% of the active consumer base.

With your help, we can change those numbers.

HOW YOU CAN HELP

We endeavor to offer unique experiences to young women worldwide across a host of camps, workshops and curriculum offerings, both online and offline.

Supporting Girls Make Games isn't just a social statement – it’s a chance to strengthen an industry that is already reaching new heights.
PROGRAM ACHIEVEMENTS (2014 to date)

• Reached over 5,700 girls through GMG’s summer camps, workshops, games and books in 52 cities worldwide.

• Provided nearly 2,100 girls with scholarships / financial aid in the US and around the world (workshops + summer camps)

• Ran a Girls Make Games workshop at The White House hosted by President Barack Obama as part of the CSEdWeek Initiative in 2016.

• Critical Path published an award winning Documentary on GMG, available at www.criticalpathproject.com/video/girls-level-up/

• Press features in leading media publications: IGN, GameSpot, Mashable, Nerdist, GeekDad, Kotaku, Washington Post, Engadget, CNBC, Slice of MIT, Game Informer

• Published (Steam, Google Play Store) The Hole Story, Interfectorem, and BlubBlub the 2014, 2015 and 2016 Grand Prize winning games designed by summer camp graduates aged 9-14.

• Leading Partners: Thomson Reuters, Google Play, Intel, Ubisoft, Sony, Xbox, PopCap Games, Humble Bundle, MIT

“My daughter came home and exclaimed ‘Mom! I found my people!’ Thank you for helping my daughter find a home away from home!”

—Parent in Boston, 2016

“My daughter would wake up early and start working on her game before camp. You have truly helped her find her passion.”

—Parent in Seattle, 2017
GIRLS MAKE GAMES AROUND THE WORLD

The program will reach 101 cities in 2019. Join the movement!

Key

A few cities:
1. Capetown, South Africa
2. Lahore, Pakistan
3. Toronto, Canada
4. Vancouver, Canada
5. Montreal, Canada
6. London, UK
7. Dubai, UAE
8. Dhaka, Bangladesh
9. Santiago, Chile
10. Montevideo, Uruguay
11. Copenhagen, Denmark
12. Krakaw, Poland
13. Berlin, Germany
14. Melbourne, Australia
15. Brisbane, Australia
16. Auckland, New Zealand
17. Sydney, Australia
18. Taipei, Taiwan
19. Singapore
20. Moscow, Russia
21. Gaza, Palestine
22. Haifa, Israel

girlsmakegames.com
As we continue to grow around the world, we continue to be in awe of the number of girls passionate about making games.

In addition to offering our annual summer camps and global workshops, we're excited about the launch of GMG's online Portal - a one-stop-shop for kids, parents, and educators interested in learning about the game development process as well as the industry at large.

Through partnerships with schools and community organizers in over 100 cities globally, we project the GMG Portal will reach between 30,000-50,000 girls within 12 months of launch.
Imagine you're a shy, 13 year old girl in Lahore, Pakistan. Now imagine, that for as long you could remember, you have loved video games and have felt like an outsider for playing them. You have ideas for games, but don't know what to do with them. As luck would have it, your brother enrolls you at a Girls Make Games summer camp in California when you turn 14.

Your whole world changes. You realize you're not alone, that there are other girls just like you. In 3 weeks, you make new friends, meet role models, learn how to make games, and realize that there's a place for you in the games industry. There's no stopping you now.

This is the story of Fatima, a GMG camper who flew in from Pakistan to attend camp every year. Last year, she joined as a counselor and taught other girls how to make games.

Unfortunately, for every Fatima that GMG reaches, we miss a thousand others.

Fatima with her student at the GMG 2017 Mountain View summer camp
The **GMG Portal** is our effort to truly *scale* the program. We're building a platform where girls (or anyone with an internet connection!) can learn everything that goes into becoming a game developer - [check out the website alpha, now live!](#)

A quick look into what the Portal will offer:

- GMG's game-making curriculum: video tutorials, worksheets, and educator kits -- available for free
- Feature game design & development programs, colleges, and scholarships
- Highlight companies, role models, career trajectories. Host AMAs.

In addition to being an online school for game development, the Portal will serve as a resource for *educators, college counselors*, and especially *parents*, who, in our experience, are often on the fence about exploring game development as a career for their child.

Despite being one of the most creative and growing fields, the video games industry remains inaccessible due to an *information* gap. We're committed to building a bridge, but we cannot do it alone.
## HOW YOU CAN SUPPORT

| Make a Financial Contribution | 1. Make a contribution to the Girls Make Games Scholarship Fund. Every year, over 2,500 girls attend GMG’s summer camps and global workshops. |
| Host & Run a Workshop       | Host Site Requirements: Provide space (conference room with monitors, power, wifi, as well as lunch or break area) GMG provides support to train staff for workshop. |
| Donate Games / Swag         | Donate merch that we can give away to girls at our events. |
| Visiting Speakers / Office Tours | Encourage your staff to speak at our annual summer camps! You may also invite girls to tour your offices and meet with role models in the games industry. |
## 2019 Financial Sponsorship Tiers

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<tr>
<th>TIER</th>
<th>TIER DETAILS + SPONSOR BENEFITS</th>
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<tbody>
<tr>
<td>Bronze</td>
<td>$40,000 Sponsor 3 summer camp/workshop scholarships + contribute to GMG Portal development. Logo on GMG website. 3 Social Media mentions. 1 newsletter mention (65K+ reach).</td>
</tr>
<tr>
<td>Silver</td>
<td>$75,000 Sponsor 8 scholarships + contribute to GMG Portal development. 5 Social Media mentions. 2 newsletter mentions (35K+ reach).</td>
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<tr>
<td>Gold</td>
<td>$100,000 Silver level benefits PLUS logo on all GMG student t-shirts.</td>
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<tr>
<td>Platinum</td>
<td>$150,000+ Gold level benefits PLUS prime logo placement on National Demo Day. Sponsorship partner is eligible for hosting Demo Day.</td>
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THANK YOU!