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 provides students the ultimate crash course in game design and development.
Since its inception in 2014, Girls Make Games has served upward of 22,000 girls around the world, and awarded nearly 500K+ USD in scholarships.

- Reached over 22,000 girls through GMG’s summer camps, workshops, games and books in 9 countries, 89 cities worldwide.
- Provided nearly 3,700 girls with scholarships / financial aid in the US and around the world (workshops & summer camps).
- Created mentorship and networking opportunities for nearly 400 GMG Fellows, college students ages 18-22 looking to break into the games industry.
- Raised 170K+ USD on Kickstarter to create and publish games designed by summer camp students.
- Published Grand Prize winning games on Steam, Google Play, and PS4: The Hole Story, Interfectorem, Blub Blub, Find Me (on PS4!), and Shredded Secrets (released on Nintendo Switch in March 2022!).

GMG has been featured in leading media publications like Forbes, Fast Company, Variety, Teen Vogue, BBC and many more.

Growing list of Industry Partners:
Nintendo of America, Google Play, Take-Two Interactive, Epic Games, PlayStation, Xbox, Crystal Dynamics, Ubisoft, Humble Bundle.
Core Programs: Summer Camps & Workshops

- Taught and mentored 700 girls, all virtually through a series of workshops, interactive panels, and summer camps.
- Provided $250K+ USD in partial and full scholarships to 550 girls.
- Offered 8,000+ hours of instruction, leading to the development of 420 student games.
GMG Fellowship

- Received 197 applications for 89 spots in 2020–2021.
- Trained and mentored 43 GMG Fellows to deliver GMG camps and workshops.
- Offered $12K+ USD in sponsored GDC passes.
GMG Games

*Raised $40,000 USD on Kickstarter (highest ever!) for GMG’s Grand Prize Winning game, What They Don’t Sea.*

*Published GMG’s second console title, Find Me, on PlayStation store (PS4).*

*130+ girls ‘pitched’ their games to enter the 2021 Grand Prize Challenge – 11 Finalists, 4 winners.*

*Virtual Demo Day stream viewed 1,300 times.*
In their words:

“His camp was what I expected and more. From the support from the staff and the community in general. This was the most fun I've had in any virtual coding/game dev camp!” — Emma, 13

“I loved camp so much, I made new friends and I used to just play games and wished that I could make one and now I can!” — Chloe, 10

“I love going to GMG and I love the community that it’s created. I feel like going to GMG is like going to a place where everyone likes what you likes, and it’s very easy to make friends and have fun.” — Maddie, 14
In their words:

“I loved this camp because it just uplifted my hidden side and made me speak to different people and the diversity this camp holds. I had never thought I would be making a game because I always thought it is the boy’s thing. But yeah here I am.” — Hamna, 16

“I really loved to play with people and it was really fun to do this camp for three weeks. I really think that this is one of my favorite camps!” — Noe, 13

“My favorite was playing my finished game and taking the group photo!” — Seleyian, 8
Meet Katie Arnold, game designer-in-training and a member of Team Invenio, winners of the 2017 Girls Make Games Demo Day.

"I was 16 when I created a full game at GMG's summer camp in 2017. I had tinkered with game dev before, but that summer was the first time I got to make something awesome with the best teammates and friends — Avalon, Audrey and Maeve.

Fast forward a few years, and I'm now enrolled in Game Design at DePaul University. I'm also interning as a designer at Protagonist Games. It feels crazy to say, but I'm on track to becoming a professional game designer.

Seeing the game my team and I made as teenagers on the PlayStation just feels surreal. It marks, hopefully, a long line of stories that I get to tell and share with everyone in the future.

I'm so grateful to everyone who has supported our journey over the last few years — our families, friends, the GMG team, and Demo Day Judges: Shawn Layden, AJ Mendez, Tim Schafer, Maria Essig, and Katie Stone Perez.

TLDR: Find Me is out on PlayStation store!"
In their parent’s words:

“*My daughter was simply hooked from day one! All she talked about for three weeks was GMG. I can’t wait for future camps.*

“After spending her entire 2nd grade year remote due to Covid, I wasn’t sure how excited my daughter would be to get back on a laptop every day for three weeks this summer. *But she had so much fun learning new things that she looked forward to it every single day.*

“It was awesome to see how just 3 weeks of summer with like-minded peers and a supportive team has a huge impact on girls who dream of being more. *The smile on the face of a girl who now believes that there is no such thing as “a boy’s thing” is priceless.*

“A camp like this helps to boost the confidence in young girls in technology. *I want my daughter to know that she could do anything. Thank you for creating a camp that caters to the under-represented girls in technology. Way to go!*”

“I was unsure how a virtual camp would work. I’m a HS teacher, and I know that teaching during the pandemic has been super challenging. *Everything about this camp exceeded my expectations.* My daughter’s camp leader was so kind, excited, and engaging. Guest speakers’ depth of knowledge of the industry and willingness to engage with the girls was amazing. Camp tech support was always prompt and happy to help. I can’t wait for her to attend GMG in years to come!”
What the Fellows say:

"The most organized and color-coded organization I’ve ever worked for. Everything was very straightforward and easy to follow. The morning check-ins helped me mentally check in for camp and keep me accountable for showing up on time. Very fast and effective communication. You all run a very tight ship, I don’t know how you do it. Everyone was super friendly, and approachable."

— Steph Nguyen, 28, Full Sail ’16, 2021 GMG Fellow

"I plan on coming back to GMG next summer and jump at any chance I get to help out because I really liked seeing the impact GMG has on these young kids! I had such a fun time meeting my campers as well as working and hanging out with the other fellows. I can’t wait to see what more GMG does and hope it continues to expand and reach more kids across the world."

— Kaylah Derilus, 20, William Peace University ‘23, 2021 GMG Fellow
What the Fellows say:

“Having been a counselor/instructor at many kids camps (both IRL and virtual), GMG has been the most enjoyable for me and probably ran the smoothest. Great people, great games, and lots of fun. 😊”

— Amanda Sharkey, 19, University of Southern California ‘24, 2021 GMG Fellow

“What an amazing experience with such talented, brave, and intelligent campers! With all the game time and “bugs”, my squad definitely made the most of camp. 😊”

— Ixel Camacho, 22, University of California Santa Cruz ‘21, 2021 GMG Fellow
Meet Reva Sathe and Dylan Clauson, two GMG alumni who joined us this year as junior counselors. Both Reva and Dylan have previously attended GMG as students, and were excited to return in a mentoring capacity. We’re so proud of them both being amazing role models and for giving back to the GMG community!

“From being mentored as a camper at Girls Make Games, learning the basics of game design, to being a jr. counselor and being that mentor for others; GMG has led me on a path of learning, friendship, and confidence. It has taught me values of teamwork and reminded me that I have strength and value worth sharing with the world. Girls Make Games has not only educated me and many others on the fascinating world of games, but it has built us up and prepared us for life outside as well.”

— Dylan Clauson, 17, Holy Names Academy ‘22, Seattle, 2021 GMG Jr. Counselor/Fellow
“Going into my first summer at Girls Make Games, I did not know what to expect. I thought that it would be just another coding camp, that at the time I had grown tired of. Although this perception was shattered as soon as I walked into the conference room where the camp was held. I walked into a room filled with other girls playing and discussing video games. This was the first time that I was in a place of learning related to technology without the stress of being one of the only girls.

The three weeks at GMG that summer zoomed by. I remember after just the first day begging my mom to sign me up for the next year. The next year I returned once again as a camper, my second summer there allowed for me to grow my passion for game development by both exploring on my own and being surrounded by the incredibly supportive community GMG fosters. That summer I even made it to Demo Day with my team with a psychological horror game.

After all that GMG had given me from introducing me to what I want to pursue to all the amazing friends I have met, I wanted to help to create a similar experience for other girls. This led me to reach out and return to GMG once again, not as a camper but as a junior counselor. Over the summer of 2021, I was able to do just as I had set out to, it was amazing to be able to meet so many girls from all around the world and work with them to be able to create video games. GMG changed my life and I am extremely grateful to have been with them for so long!”

How you can support Girls Make Games

MAKE A FINANCIAL CONTRIBUTION
[Any amount, see next page for Sponsorship levels and benefits]

Increase GMG’s impact and reach by contributing to the GMG Scholarship Fund. In 2021 GMG disbursed $250,000 in scholarships to girls who wouldn’t have access to our programs without the support.

HOST A GMG WORKSHOP
[Minimum sponsorship $5K]

GMG will manage all logistics, teaching, curriculum and make room for your team’s participation (panel, mentorship and more). See example GMG x DS Volition Workshop here.

SPONSOR GAMES & SWAG
[Any quantity]

Sponsor merch that we can give away to girls in our programs. Examples include but not limited to: stationery, plushies, digital and physical game copies, posters, stickers.

SPEAK & INTERACT WITH GMG STUDENTS
[Minimum sponsorship $5K]

Support the program by inviting your staff to speak at our annual summer camps and/or workshops! Sample options include panels, solo speakers, demo sessions.

Also: sponsor a fun, virtual “Games Night” with GMG’s community and your employees. GMG will coordinate all logistics including picking a game, moderating/leading sessions in groups and facilitating sessions. Simply show up, meet some awesome budding game devs and have fun playing with GMG!
## Sponsorship Tiers & Benefits

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<tr>
<th>Tier</th>
<th>Benefit Description</th>
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<tr>
<td><strong>PATRON TIER:</strong></td>
<td>$5,000 Support GMG Scholarships &amp; Programs, 1 Social Media mention, 1 newsletter mention (77K+ reach)</td>
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<tr>
<td><strong>CHAMPION TIER:</strong></td>
<td>$10,000 Patron level benefits PLUS Company Logo on GMG website, 2 Social Media mentions, 1 newsletter mention</td>
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<tr>
<td><strong>BRONZE TIER:</strong></td>
<td>$40,000 Champion level benefits PLUS 3 Social Media mentions, 2 newsletter mentions</td>
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<tr>
<td><strong>SILVER TIER:</strong></td>
<td>$65,000 Bronze level benefits PLUS 5 Social Media mentions, 3 newsletter mentions</td>
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<tr>
<td><strong>GOLD TIER:</strong></td>
<td>$90,000 Silver level benefits PLUS logo on all GMG student t-shirts and Demo Day co-sponsor</td>
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<tr>
<td><strong>PLATINUM TIER:</strong></td>
<td>$120,000 Gold level benefits PLUS prime logo placement on National Demo Day, Logo inclusion in GMG published titles</td>
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