



Great Games



Done Slow

Great Games Done Slow is a 7-day fundraising event raising money for mental health charity CheckPoint.

September 15th -21st 2018

Streamers are tasked with using video games in **relaxing, mindful ways**, whilst raising awareness of mental health issues.

Participants from all over the world will come together, with themes including Retro Relaxation, Mindful Minecraft, Chill of Duty, 100% Zen and more.

Streamers and their audiences will get **free wellbeing resources**, and will be **changing lives** by improving the mental health of the gaming community.



Actively Seeking an Official Media Partner

We would like you to be GGDS' official media partner.

- Your staff to **host segment(s)** contributing to the campaign
- **Article space** promoting GGDS and mental health awareness for readers with outgoing links to CheckPoint
- **Social media posts** about event leading up to and during

We can offer:

- **Naming rights** of the event
- **Exclusive acknowledgement** in all mental health resources provided to streamers and their audiences
- **Sponsor placement** on the CheckPoint website
- Hero CheckPoint **memberships** and complementary Headspace app subscriptions to all your staff
- Open dialogue about any other suggestions you may have!

Logistics

Unlike AGDQ which is in-house, this event is entirely digital - streamers will be featured on CheckPoint, the [Tiltify event page](#).

Any number of streamers can campaign simultaneously, with the chance of being featured on the primary highlight stream shown on [greatgamesdoeslow.com](#).

Incentives for streamers include promotion, mental health resources, and t-shirts/hoodies for reaching fundraising goals.

Contact

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