Great Games Done Slow - Press Kit

Fact Sheet

Organiser:
CheckPoint

When is it:
September 14-21, 2019

Website:
greatgamesdoneslow.com

Register at:
Tiltify Link

Press/Business Contact:
contact@checkpointorg.com

Social:
Twitter
Facebook
Instagram

Who Are We?

CheckPoint is a charity that connects mental health resources with video games and technology. Their mission is to raise awareness of mental health issues, help those in need, and to reduce stigma.

CheckPoint provides resources to improve the wellbeing of those who play games:

- GamerMates : A pro-mental health gaming community.
- The CheckPoint Series : A 16-part webseries tackling mental health issues using the power of video games.
- The Coping Companion: An illustrated card deck featuring tips to get through challenging times, stress, anxiety and distress.
- Mental Health Resources : Their site is full of tailor-made articles, courses and downloads to educate and teach self-care.

The Event

Great Games Done Slow is a 7-day fundraising event raising money for mental health charity CheckPoint. Streamers, friends and content creators from all over the world will come together to show how games can be used for positive wellbeing. Free wellbeing resources will be provided to streamers and their audiences, and will be changing lives by improving the mental health of the gaming community.
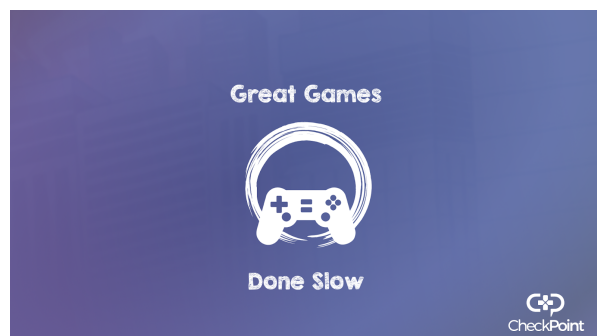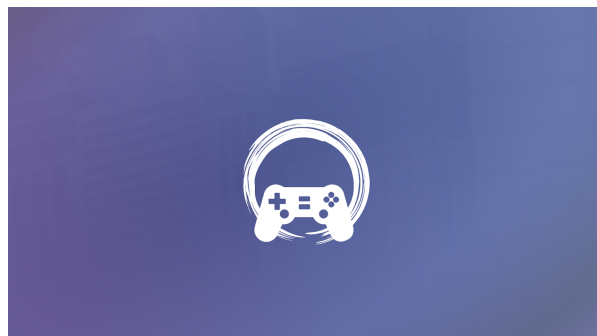
All participants are encouraged to integrate wellbeing and peaceful play into their streams. Find new ways to make a classic game meditative. Explore the most relaxing games out there. Create worlds at your own pace. And all for a wonderful cause: the mental health of gamers.

Everyone is welcome. Stream from the comfort of your living room, or come together with friends to form your own event. All we ask is that we keep streams PG, and promote positive messages.

Video (.mp4) **(YouTube link)**

Images (Click to open full size)

<- White version of logo

CheckPoint Logos: https://checkpointorg.com/press-kit/