



Game to Grow

Game to Grow is a 501(c)(3) non-profit organization dedicated to the use of games for therapeutic, educational, and community growth. Game to Grow's weekly therapeutic social skills groups help over 150 participants around the world become more confident, creative, and socially capable using games of all kinds, most notably Dungeons & Dragons and Minecraft. Through its comprehensive training program, Game to Grow trains mental health professionals, educators, and community advocates to use innovative game-based strategies to enrich their own communities. In addition to providing group services and training, Game to Grow additionally provides support to those in need through its individual counseling and clinical assessment program. Game to Grow also developed and successfully Kickstarted Critical Core, a beginner's box for therapeutically applied role-playing games.

Mission

Game to Grow's mission is three-fold:

1. Provide gaming groups for therapeutic, educational, and community growth
2. Train others to use game-based interventions to benefit their own communities
3. Promote awareness of the life-enriching potential of games across the world

Population Served and Impact

While a diagnosis is not required to attend groups, participants in Game to Grow's therapeutic social skills programs are frequently living with challenges associated with Autism, ADHD, social anxiety, or depression. While playing games in a safe, supportive, and fun environment, participants are guided to build meaningful friendships and develop the social confidence to flourish socially *on their own terms*. Game to Grow also has special programs to serve youth in foster care, hospitalized youth, and LGBT+ youth.

To spread the positive impact of games around the globe, Game to Grow has provided training to thousands of therapists and professionals through its training program, workshops at academic conferences, and individual consultations. Presenters from Game to Grow have spoken to thousands of individuals at conferences and conventions to spread the understanding of games as the powerful life-enriching tool that they are.

Quotes from Parents of Participants

"You've helped him in a big way, giving him a lot of confidence while opening up a whole new world filled with magic and fantastic beasts... teaching him about teamwork & collaboration and creative problem solving."

"It gives him something to look forward to each week. He has such limited interactions with others, this group is invaluable."

"This is without a doubt the best 'therapy' my kid has had."

Vision

The positive impact of games is not limited to the communities we currently serve. Game to Grow currently has programs established to run Critical Core groups for hospitalized youth and will continue to expand direct services to support more marginalized youth, provide relief for veterans suffering from PTSD, and help many other individuals address their personal challenges. Continued expansion of Game to Grow's training program and the additional development of training materials like Critical Core will ensure that hundreds of thousands of individuals around the world will benefit from intentional gaming.

Our vision: A game in every classroom, clinic, hospital, and home.



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Relevant Links:

Group Services: www.gametogrow.org/groups
Training Program: www.gametogrow.org/training
Individual Counseling: www.gametogrow.org/counseling
Critical Core: www.criticalcore.org
Support Game to Grow: www.gametogrow.org/support

Social Media Links

Twitter: www.twitter.com/gametogrow
Facebook: www.facebook.com/gametogrow
Instagram: www.instagram.com/gametogrow
LinkedIn: www.linkedin.com/company/game-to-grow
YouTube: www.youtube.com/c/GametoGrow

Logos and Media

Logos and headshots: www.gametogrow.org/pressmedia

Press Inquiries

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