

### About

Approximately <u>82%</u> of global internet users play video games, with Asia having over <u>2x</u> more gamers than any other region.



However, as the industry currently stands, less than 32% of game developers identify as Black, Indigenous, or People of Color.

This has a profound impact on the stories being told through the medium and limits our potential to learn about and connect with others around the world.



### About

Sunbloom is a 501(C)(3) non-profit organization working to grow the games industry into a safer and more equitable space by fostering community and providing opportunities for people of color.

Our goal is to uplift those underrepresented in the games industry, offering spaces to showcase their talents and broaden their support networks.

To achieve this goal, we plan to launch two programs in 2024: an industry-wide mentorship program and an informational interview series.



### Our Board

As women of color working in the media arts, we've seen - and lived - some of the issues facing the BIPOC community in the workplace and we decided to do something about it.



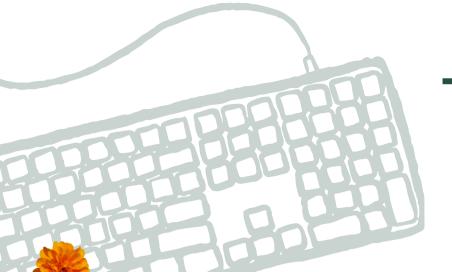




Visual Development & Concept Artist
San Jose State
Shrunkenheadman Club



Screenwriting & Communications
UOP & Loyola Marymount
Film Independent Incubator Lab Fellow



The Problem

The games industry suffers from a lack of BIPOC representation and diversity.

Why

Lack of supportive communities and safe spaces in school and at work

Lack of awareness and encouragement to pursue game development due to societal and cultural pressures

Lack of representation in high visibility roles and leadership positions





Our Approach

Facilitate the **formation of professional**relationships through structured programs
and guided materials

**Build community** through online spaces and **networking** events, with safety as a top priority

Showcase members of our community via interviews, talks, and features





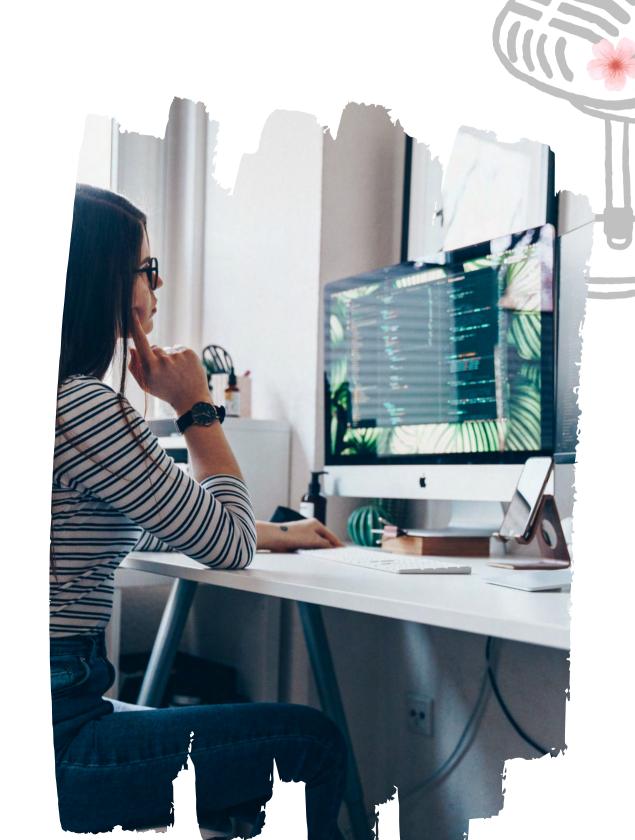
Our Impact

Professional **connections** in a tumultuous industry increase odds of a **healthy** and **thriving career** 

Increased **representation** allows people to visualize themselves in the industry

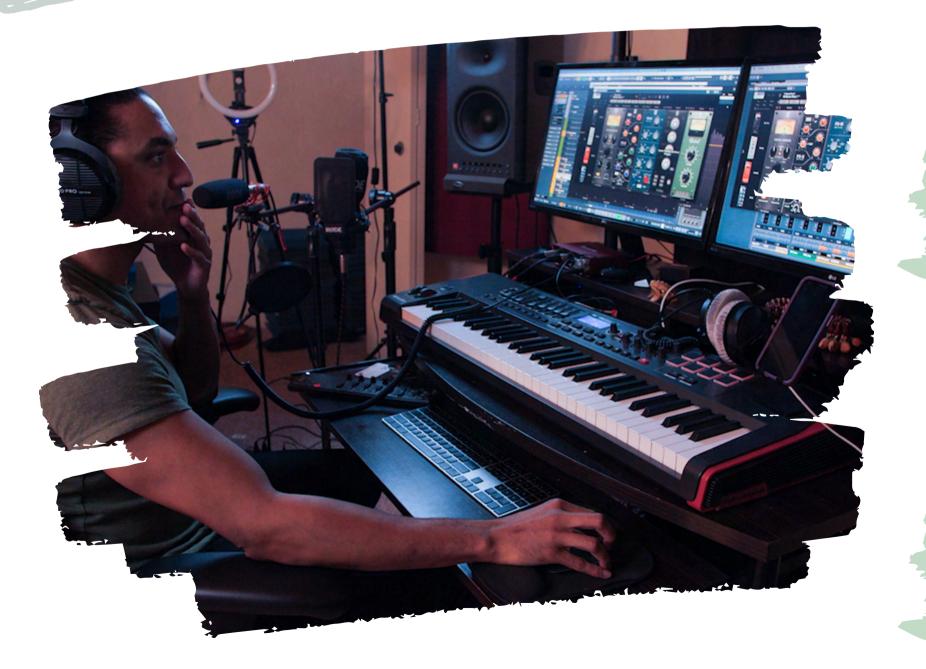
Accessible resources lead to increased understanding around game development as a career in BIPOC communities

More **experiences** being **shared** shines a light on areas of the industry that **need improvement** or can be **emulated** 





Goals for Long-Term Change



Increased **representation** leads to increased confidence and self-esteem in the BIPOC community and **decreases unconscious bias** in all

Increased **career longevity** for BIPOC in games leads to higher likelihood of **leadership** positions

A connected and **supportive community** results in more awareness around the unique issues BIPOC face in the workplace, and better equips people to safely navigate through them

Diverse backgrounds lead to more stories being told by those with lived experiences, **decreasing** the use of harmful **stereotypes**, **tokenism**, **and typecasting** 



# Programs



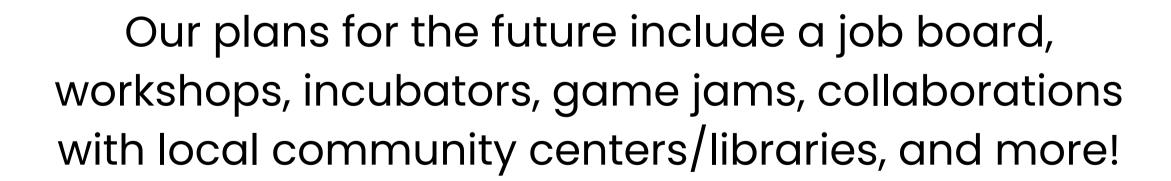
Launching Spring 2024!

Our team is currently planning a 6-month mentorship program for BIPOC in or looking to enter the games industry.

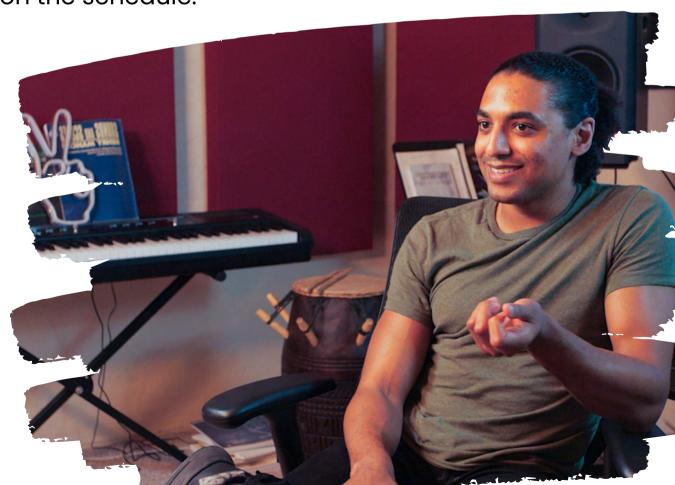


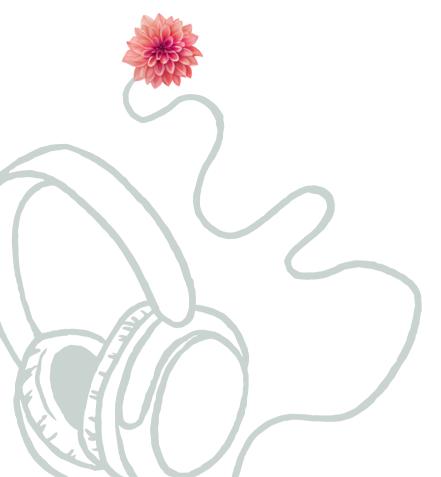
Episode 1 in post-production!

Our first informational interview was filmed earlier this year and we have an exciting lineup of devs on the schedule.



Have an idea for a program?
We'd love to discuss the possibility of working with you to bring it to life!





### Mentorship

One of the keys to sustainable success is building a supportive community and network.



Mentorship benefits both mentors and mentees, providing professional development and building communication skills

Mentorship programs **boost minority representation** at the **management** level by <u>9% to 24%.</u>

Companies that have ethnically **diverse leadership** teams are <u>33%</u> more profitable than those without.



Launching Spring 2024!



Exposure to career possibilities within games not only builds interest in those looking to enter the industry, but it promotes understanding between those already within.

These interviews will...



Shine a spotlight on the various **positions** and **career paths** in the industry, from indie development to AAA, and everything in between

Detail the skills and daily motions that go into each job, serving as a powerful **educational resource** for those looking to enter the industry or level up

Serve as a bastion of **representation**, where people can go to hear new voices and to **visualize themselves**in the industry

Available soon on our YouTube channel!



# Let's change the industry together.

Our goals and dreams for positive, meaningful change can only be achieved through teamwork and we hope that our combined efforts propel us collectively towards the critical mass needed to make our industry a better place for all.

To do this, we need your help!

By partnering with us...

You will be **investing** in a more **equitable and diverse** games community

You will make a **direct and impactful statement** that you support the **career advancement** of BIPOC in the industry





## Support Tiers

INDIES EDUCATIONAL INSTITUTIONS SMALL BUSINESSES

#### Seed \$500+

• Displayed on Website

#### Bud \$1,000+

- Displayed on Website
- Special thanks at end of Video Interviews

#### Socials

Logo

(1 year duration)

2024 Mentorship

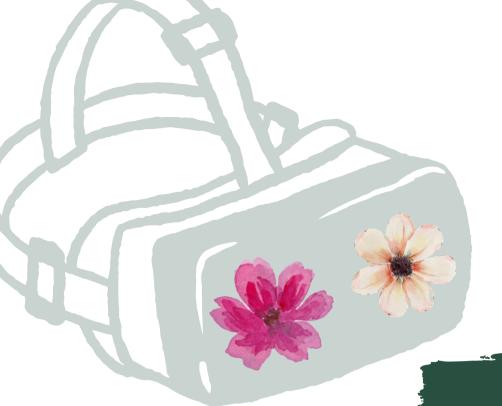
- 1+ Social Media & 1+ Mailing List shout-out
- 4 reserved spots\*

- 2+ Social Media & 2+ Mailing List shout-outs
- 8 reserved spots\*

### Bloom \$2,000+

- Displayed on Website
- Special thanks at end of Video Interviews
- Displayed on all 2024 Mentorship Materials
- 4+ Social Media & 4+ Mailing List shout-outs
- 12 reserved spots\*
- Official co-sponsor





## Support Tiers

 $\wedge \wedge \wedge$ LARGE COMPANIES

### Seed \$5,000+

#### Logo (1 year duration)

Socials

2024 Mentorship

Program Perks

• Displayed on Website

- Special thanks at end of Video Interviews

Bud

\$10,000+

• Displayed on Website

- 1+ Social Media & 1+ Mailing List shout-out
- 4 reserved spots\*

- 2+ Social Media & 2+ Mailing List shout-outs
- 8 reserved spots\*

## Bloom

- Displayed on Website
- Special thanks at end of Video Interviews
- Displayed on all 2024 Mentorship Materials
- 4+ Social Media & 4+ Mailing List shout-outs
- 12 reserved spots\*
- Official co-sponsor
- Reserved Guest Speaker Slot





<sup>\*</sup> per 100 participants, mentees must identify as POC to participate in the 2024 mentorship program Sunbloom Media Arts Center is a 501(c)(3) charitable organization and contributions are tax-deductible. Our EIN is 92-1009408.

