



WWW.ONLINE-GAMERS.ORG

ESPORTS DEVELOPMENT PROGRAMME

ASSOCIATION FOR ONLINE GAMERS

A Programme Designed To Empower 13 - 16 Year Olds
To Reach Their Potential in Esports and Life...



COMMUNITY
FOUNDATION



veezu.

Peer mentoring programme from





ABOUT

ASSOCIATION FOR ONLINE GAMERS CIC

We are a UK-registered **Social Enterprise**, comparable to a "B Corporation". Our founders are Twitch Partner **Stevan Parkin** and Mental Health Organisation CEO **Peter Wingrove**. Established in late 2023, our **primary objective** is to enhance the mental well-being and life outcomes of young people by harnessing the transformational potential of the online video gaming sphere.

We are the **first** to initiate a **global esports development** program that integrates mental, emotional and physical wellbeing, designed to **equip** young people with **skills** to **navigate** the **complexities** and **challenges** they will face in life as they grow up.

The Association For Online Gamers **understands** the **importance** of **social interaction**, **connection** and **wellbeing**, and has the ability to **promote and encourage** these in **diverse communities** to help people in ways that are truly **unique and innovative**.

Mental Health

Promoting positive Mental Health through Online Gaming and supporting gamers who need it most

Eliminate Stigma

We aim to remove the negative stigma associated with Online Gaming working alongside our valued partners

Skills Development

Showcasing advice, support and training to perform this safely and responsibly with pathways to formal qualifications

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ABOUT **ESPORTS**

*“Esports is a form of competition using **video games**. Esports often takes the form of **organised, multiplayer video game competitions**, particularly between **professional players, individuals or as teams**.”*

Esports has **exponentially grown** within the **entertainment industry** and as a **spectator sport**. Matches are usually **live-streamed** on the web, **enabling spectators** to watch from all **over the world**. Currently, it is a **\$1Bn per year** industry, growing at round **8% per year**.

It is especially **popular** with **teens and young adults**, which has led to the **education sector** searching for engaging ways to **implement it into their curriculum**.

Until now, very little has been done in online video gaming about **children’s safety online** and **mental wellbeing...**
we are now changing that.



THE MISSION

01

To revolutionise adolescent mental health strategies by leveraging online gaming as a transformative tool to enhance the mental fitness, social and technical skills of young people.

02

Recognising that gaming is a powerful medium for self-expression among young people, we are committed to harnessing its potential to aid in managing mental health issues and developing essential coping skills for real-life challenges.

03

To empower young individuals with the tools they need for personal growth and social integration by using multiplayer gaming environments to cultivate critical social skills, including communication, teamwork, and empathy.



WATCH: MAX'S JOURNEY TO CONFIDENCE THROUGH GAMING

"We advance **positive mental health** of children and young people through an **education & peer mentoring** programme, building **knowledge and improving social interaction** through the medium of online video gaming in **safe, responsible ways**, to help **build and shape their future success.**"



<https://vimeo.com/908009167?share=copy>



ESPORTS DEVELOPMENT PROGRAMME

Our global development programme coaches young players between the ages of 13-16 in **professional game play and team management**, as well as **social skills, mental health and physical wellbeing**.

Games included in the programme include EAFC, with Rocket League and Fortnite to be added shortly, and more...

Our programme is **fully inclusive**, levelling the playing field for thousands who **dream** of playing physical sports. Now also a Duke of Edinburgh Award approved activity.

All of our coaches are **enhanced DBS** checked and comply with robust **safeguarding** procedures to ensure the **safety** of all our students on in both our online and offline communities.

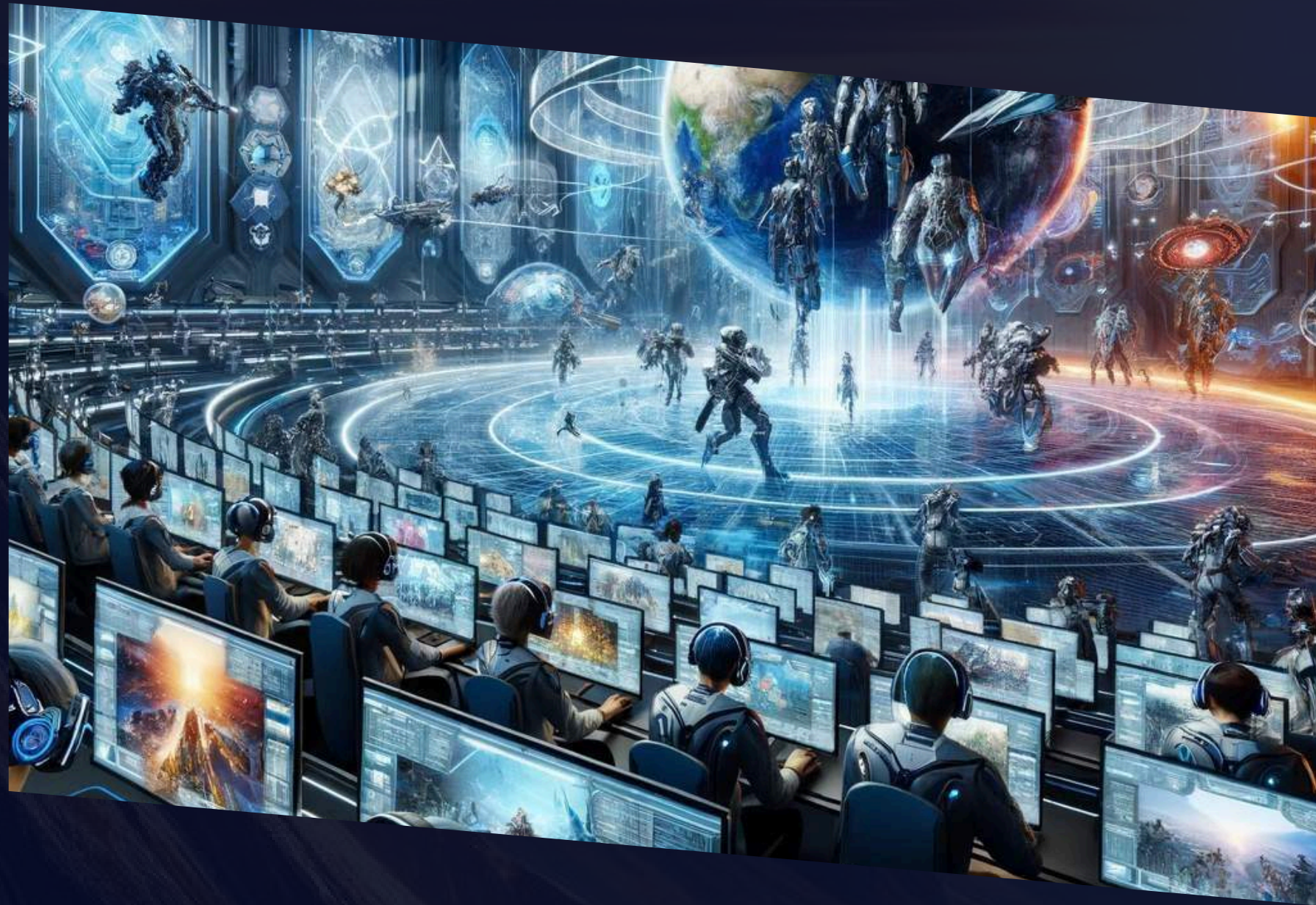


Peer mentoring programme from



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OUR **LONG TERM** VISION

Our vision for **long-term impact** on local communities' centres around getting thousands of children and young people to socially interact **comfortably** in **real-world contexts**.

This also aims to get young people away from purely sitting at home alone gaming, and involved in sports management (online and offline), giving them a **safe space to build on their confidence** and **social skills**.

We are providing them with the **knowledge and understanding** they need should they wish to pursue a career within eSports / sports management, media and **social influencing**.



SOCIAL SKILLS NURTURED

PEER MENTORING

Using a **tried-and-tested** peer mentoring model, our coaches are all trained **PEER MENTORS**, enhanced **DBS-CHECKED** and **SAFEGUARDING** trained.

Woven into the programme are many opportunities for **peer mentors** to showcase and discuss with the students the **BEHAVIOURAL ASPECTS** of **INTERACTING** with others, attitude towards success and setbacks, how to connect with others to get the best from them, and much more.

The idea is to **ENCOURAGE** those who are isolating themselves from the world to **BUILD THE SKILLS** to interact in the **PHYSICAL WORLD** with people they learn to know and compete with online, thereby building skills they can use in other walks of life.



MENTAL WELL- BEING BUILT IN

MENTAL FITNESS

From our co-founder's extensive experience running an organisation in the mental health sector, we have integrated the most effective strategies to coach young people in building **RESILIENCE** and a **POSITIVE SELF-IMAGE**. Our programme focuses on enhancing **CONFIDENCE** and fostering **SOCIAL CONNECTIONS** with peers and others, helping young individuals grow and adapt to life beyond the online world.

While we acknowledge that excessive gaming can be problematic, it's important to note that research indicates gaming attracts a higher proportion of individuals facing various mental health challenges compared to the general population. Additionally, studies from Oxford University reveal that certain games have **THERAPEUTIC VALUE** for specific mental health conditions.

Our mission is to **EDUCATE** young people on both the benefits and risks associated with gaming. We aim to build their **WELLBEING** by promoting a balanced approach to **MENTAL, PHYSICAL** and **EMOTIONAL HEALTH**.

All our coaches are trained in mental health awareness and safeguarding, ensuring they provide the best support for the young individuals in our programme.





Elevating Lives Through Online Gaming

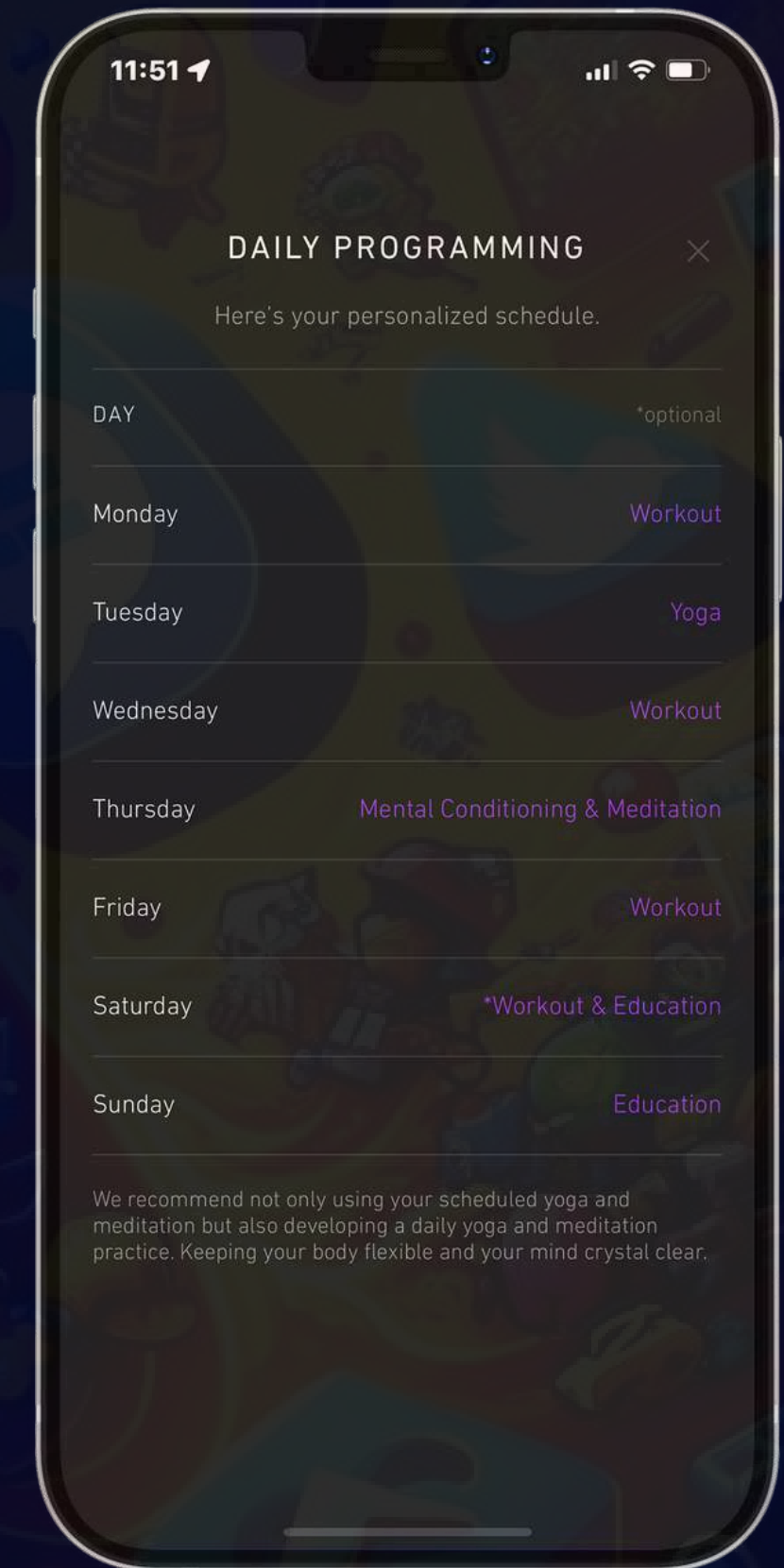
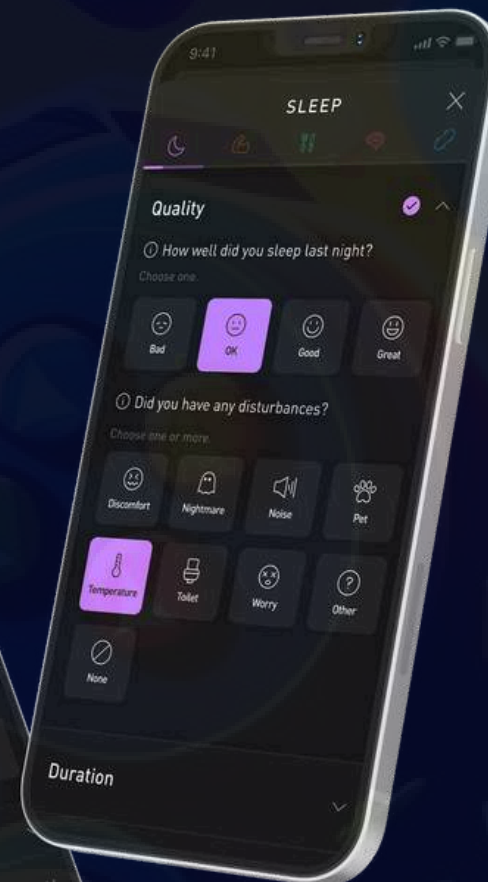
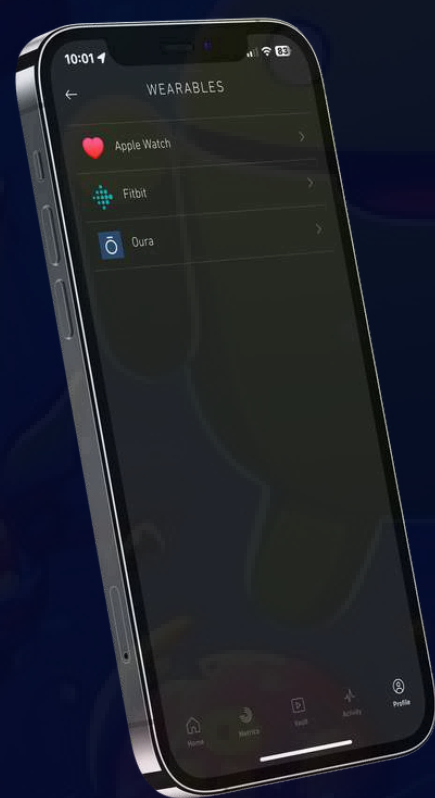
Proudly Partnering with Online Gamers Org
Empowering Individuals to Maximize Their Full Potential

With FITGMR's cutting-edge technology and comprehensive training curriculum, developed around our 5 Pillars of Health©, we're transforming gaming into a force for positive change, and gamers into cognitive athletes.

The FITGMR App - coach-led programming in physical maintenance, mental conditioning, nutrition, sleep and lifestyle. Athletes optimize their performance and stay game-ready.

The FITGMR APP seamlessly integrates with FITBIT, Apple Watch, or Oura to display the most up to date performance data.

FITGMR is proud to be Cloud9's performance partner since 2018. We have furnished more players to the professional and semi-professional scene as coaches, players, and in esports careers than any other training organization.



STUDENT JOURNEY

**STRUCTURED
GAMING**



**ONLINE SAFETY
ENCOURAGING SOCIAL
DEVELOPMENT TACKLING MENTAL
WELLBEING TRAINING AND SUPPORT
GUIDANCE
PEER MENTORING
ESPORTS SKILLS
COMMUNICATION
CONFIDENCE
RESILIENCE
FUN & ENTERTAINMENT**

OUR TWO PROGRAMMES

①

16 Week Introduction
Programme



②

16 Week Advanced
Programme

INTRODUCTION PROGRAMME INCLUDES: (per student)

OG Esports Jersey, Introduction Workbook, access to free mental health training and FitGMR Application Licence

ADVANCED PROGRAMME INCLUDES: (per student)

Advanced Workbook, access to free mental health training and FitGMR Application Licence



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JOIN OUR JOURNEY

Promoting, Protecting and Educating Online Gamers

contact@online-gamers.org