



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 is most well-known for its social flourishing gaming program that help participants around the world become more confident, creative, and socially capable using games of all kinds, most notably Dungeons & Dragons and Minecraft. Through its hospital gaming program, youth in children's hospitals have an opportunity to engage in collaborative play with other kids, supporting them in their healing journey. Game to Grow's training program supports mental health professionals, educators, and community advocates to use innovative game-based strategies to enrich their own communities. In order to further spread the life-enriching magic of collaborative play, Game to Grow 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, participants in Game to Grow's social flourishing 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*. The youth who have participated Game to Grow's hospital gaming program are frequently undergoing medical treatments, but they are still able to engage in play with other kids to not only feel less alone in their time of struggle, but to use their imaginations to become a hero in the fantasy world of a shared story.

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 coaching. 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 and Participants

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

– Parent, Social Flourishing Program

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

– Parent, Social Flourishing Program

"I really like the idea of seeing other kids in their situation. It makes me feel less alone."

– Youth Participant, Hospital Gaming Program



Game to Grow

Vision

Game to Grow will continue to develop and enhance direct services to support more marginalized youth by removing barriers to participation and will help many other individuals and communities use games to 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.

Relevant Links:

Social Flourishing Groups: www.gametogrow.org/groups
Hospital Gaming Program: www.gametogrow.org/groups/hospital
Training Program: www.gametogrow.org/training
Critical Core: www.criticalcore.org
Support Game to Grow: www.gametogrow.org/support

Social Media Links

Twitter/X: www.x.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

Email Executive Director Adam Davis at adamd@gametogrow.org or call (206) 428-7818.