



**MISSION: Child's Play Charity delivers therapeutic games and technology directly to pediatric hospitals to improve patients' lives through the power of play.**

Child's Play Charity is rooted in the healing power of play. Endowed by the gaming community, Child's Play is devoted to improving the lives of children and teens in children's hospitals. Child's Play was born in 2003 when Mike Krahulik and Jerry Holkins of Penny Arcade wanted to change the media's negative perception of gaming and gamers. In response, they challenged their fans to support Seattle Children's Hospital through an Amazon Wishlist. In less than a month they raised over \$250,000 in cash and toys.

Since then, Child's Play has expanded to 190+ network hospitals across the globe, and contributions reach far beyond just games and technology. In 2015 Child's Play debuted the therapeutic video game guide, enabling Child Life to be intentional when choosing specific games to provide a patient. In 2017 Child's Play funded the first Pediatric Gaming and Technology Specialists within children's Hospitals. This new career field brings dedicated gaming experts into the hospitals to support therapeutic gaming and technology integration, provide gaming system support and play games with kids to improve the pediatric patient experience. With community support, Child's Play Charity will continue to improve the lives of pediatric patients and find new ways to help children Play Games, Feel Better™.

### Quick Stats

- Over 190+ network hospitals
- Over \$59 million raised
- Child's Play has funded 44 Pediatric Gaming and Technology Specialists
- Child's Play supports hospitals and programs in 14 different countries.
- Child's Play has powered over 1 million hours of play
- Child's Play funded the first Game Developer position inside a children's hospital

**[Access our social link tree here](#)**



# \$12

Make the game guide available to 4,167 patients. Our annual therapeutic game guide research breaks down what makes certain games great for distracting patients from things like pain, anxiety, or sadness.

# \$19

Provide a No Fear MRI experience to 1 patient. This includes tools to reduce the need for sedation when kids get an MRI including: VR headsets with MRI simulation programs and MRI Goggles allowing kids to watch movies or shows while they undergo a scan.

## IMPACT

*by the dollars*

# \$25

Help patients experience the adventure of D&D and other RPGs. with a RPG adventure dice set

# \$30

Fund a game pass for Nintendo eShop, PlayStation Store or XBOX.

# \$50

Provide 3D printer supplies like filament to create memory making projects, provide procedural support and education as well as 3D art projects for patients.

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***Video games didn't save my life, and I didn't have a terminal disease, but they took what could have been one of the worst experiences of my life and made it my most positive hospital-related experience to date.***

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