

Trustees' Report and Accounts
for the period from 17th December 2019 to 31st March 2021
for
Gaming the Mind
Registered charity no. 1186983

Date of approval: 6th January 2022

Report of the Trustees
for the Year Ended 31st March 2021

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

Objectives and activities

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

From the charity being founded in December 2019 to the end of March 2021, we have provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. This includes the GamePad online gaming event in June 2020, The International Games Summit (TIGS) online conference on mental health awareness in July 2020, the Women in Games conference in September 2020, and EGX/PAX online games convention in September 2020. At these events we have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing information on sources of support and participating in panel discussions aimed at psychoeducation, increasing awareness and decreasing stigma.

In terms of other mental health promotion activities, Gaming the Mind has presented to healthcare professionals on mental health and video gaming during an NHS Trust's academic day, contributed to a governmental inquiry on the impact of loot boxes in video games, held a journal club for mental health professionals, contributed to a position paper on virtual placements in psychiatry authored by the Association of University Teachers of Psychiatry and engaged with various media outlets to promote psychoeducation and mental wellbeing for the video games community. These activities were alongside Gaming the Mind regularly creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

Since Covid-19 lockdown measures were first introduced in March 2020, a number of planned gaming events which we had been scheduled to attend were cancelled, with the effect of reduced opportunities for fundraising and raising the charity's profile. Where events were not cancelled they were generally turned into online events, which has to some extent reduced our expenses involved in providing input to these events. As a result of the pandemic we have focused more on virtual and online engagement and resources, however it is hoped that in-person events will return and allow a wider range of opportunities to engage with the video games community and wider public in future.

Achievements and performance

The charity has received positive verbal and written feedback from event attendees and consumers of the charity's outputs, and has steadily grown its presence within the video games community as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness.

Explanation of finances, income and expenditure

After the charity was founded we set up a bank account. All trustees are authorised signatories who can administer the bank account, which is set up so two trustees must sign for withdrawals up to £1000 and three trustees are required over this level. We have also opened charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received a sum of money from the US non-profit organisation Take This for assistance we provided in running virtual 'quiet rooms' at the 2020 EGX/PAX online event for gamers, and a sum from Melanin Gamers after the charity appeared on that community's 'Self-care Sunday' broadcast on Twitch (an online livestreaming service). Expenditure during the period was for costs associated with the charity's website (<https://gamingthemind.org/>).

Public benefit

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

Trustees

The six founding trustees have remained in place throughout the financial year and to date.

Fundraising and future plans

To date Gaming the Mind's fundraising has mainly been through collaboration with other not-for-profit organisations working towards similar objectives. As the charity's profile grows we hope to increase the level of direct fundraising from the public including via Amazon Smile, Paypal and Tiltify. We also plan to hold events that will raise funds from the video games community in future.

Future plans for funds raised include:

- Creating further bespoke materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Equipment to facilitate and improve the user experience of our podcasting, social media engagement and educational activities;
- Ultimately the strategy is for the charity to recruit an employee to manage day-to-day charity matters including engagement with the public and industry.

Training

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the trustees. This is to ensure that the charity is as effective as possible in carrying out its activities and that volunteers get the most out of their experience with the charity. The trustees reassess the training and support needs of volunteers on an ongoing basis taking into account volunteer feedback in doing so.

2. FINANCIAL REVIEW

The charity had a cash surplus at the end of the financial period which is carried forward and available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern. The focus of the charity in the financial year 2021-2022 will be on expanding sources of income with the aim of achieving more regular income that will allow a corresponding expansion of our activities.

No major events have occurred since the end of the reporting period.

3. STRUCTURE, GOVERNANCE AND MANAGEMENT

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28th November 2019. The six trustees of Gaming the Mind remain the same as when it was founded as a charity on 17th December 2019, and their terms of appointment are all either 3 or 4 years. According to the provisions of its governing document, the charity must have between a minimum of 3 and a maximum of 12 trustees at any time. Any new trustees must be appointed by a resolution passed at a properly convened meeting of the existing trustees, with an appointment term of 3 years. In deciding on appointing an individual as a trustee, the existing trustees must have regard to the skills, knowledge and experience needed for the effective administration of the CIO.

4. REFERENCE AND ADMINISTRATIVE DETAILS

Registered charity name/number (England & Wales):

Gaming the Mind
1186983

Principal office:

Institute of Psychiatry
PO63 16 DE CRESPIGNY PARK
LONDON
SE5 8AF

Trustees:

Dr Stephen Kaar
Dr Chun Chiang Sin Fai Lam
Dr Donald Servant
Dr Sachin Shah
Dr Hamilton Morrin
Dr Frances Debell

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).

Approved by the board of trustees on 6th January 2022 and signed on its behalf by:




Dr Frances Debell – Trustee

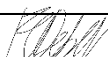
Dated: 6th January 2022

Accounts

for the Year Ended 31st March 2021

 CHARITY COMMISSION FOR ENGLAND AND WALES	Gaming the Mind			1186983		CC16a
	Receipts and payments accounts					
	For the period from	17/12/2019	To	31/03/2021		
Section A Receipts and payments						
	Unrestricted funds	Restricted funds	Endowment funds	Total funds	Last year	
	to the nearest £	to the nearest £	to the nearest £	to the nearest £	to the nearest £	
A1 Receipts						
04/12/2020 (from Take This, non-profit organisation)	365	-	-	365	-	
15/03/2021 (from Melanin Gamers)	50	-	-	50	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
Sub total (Gross income for AR)	415	-	-	415	-	
A2 Asset and investment sales, (see table).						
	-	-	-	-	-	
	-	-	-	-	-	
Sub total	-	-	-	-	-	
Total receipts	415	-	-	415	-	
A3 Payments						
15/12/2020 (Wordpress website costs)	99	-	-	99	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
	-	-	-	-	-	
Sub total	99	-	-	99	-	
A4 Asset and investment purchases, (see table)						
	-	-	-	-	-	
	-	-	-	-	-	
Sub total	-	-	-	-	-	
Total payments	99	-	-	99	-	
Net of receipts/(payments)	316	-	-	316	-	
A5 Transfers between funds	-	-	-	-	-	
A6 Cash funds last year end	-	-	-	-	-	
Cash funds this year end	316	-	-	316	-	

Section B Statement of assets and liabilities at the end of the period

Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
B1 Cash funds	Nat West Bank: Current Account	316	-	-
		-	-	-
		-	-	-
	Total cash funds	316	-	-
	(agree balances with receipts and payments account(s))	OK	OK	OK
		Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
B2 Other monetary assets		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		Fund to which asset belongs	Cost (optional)	Current value (optional)
B3 Investment assets			-	-
			-	-
			-	-
			-	-
			-	-
		Fund to which asset belongs	Cost (optional)	Current value (optional)
B4 Assets retained for the charity's own use			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
		Fund to which liability relates	Amount due (optional)	When due (optional)
B5 Liabilities			-	
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name	Date of approval	
		Dr Frances Debell	06/01/2022	