

Trustees' Report and Accounts
for the period from 1st April 2023 to 31st March 2024
for
Gaming the Mind
Registered charity no. 1186983

Date of approval: 22nd January 2025

Report of the Trustees
for the Year Ended 31st March 2024

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.

During this financial year, we have again provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. We have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing bespoke written resources on mental health, signposting to other sources of support and engaging in psychoeducation to increase awareness of mental illness and decrease stigma.

In terms of other mental health promotion activities, Gaming the Mind has continued to work with game developers and video game design students to advise on game content with the aim of furthering the charity's aims, held journal clubs for mental health professionals and students, produced resources on mental health and gaming and engaged via media outlets to promote psychoeducation and mental wellbeing in the video games community. These activities were undertaken alongside Gaming the Mind 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.

Gaming the Mind has also donated video game hardware and software for therapeutic use by patients in a hospital setting.

Achievements and performance

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

Explanation of finances, income and expenditure

The charity has a current account and has continued to operate 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 various donations as well as monies received from commercial partners in connection with Gaming the Mind engaging in charitable activities. Expenditure during the period was for costs associated with these activities, general running costs of the charity (e.g. website costs, printing costs and relevant insurance) and donated items.

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 trustees in place at the end of the previous financial year (2022/2023) continued their roles into the next financial year.

Fundraising and future plans

As in the previous year, to date Gaming the Mind's fundraising has primarily been via collaborations with relevant organisations, however direct fundraising from the public has continued to grow year on year. As the charity's profile continues to grow the trustees continues to review sources of fundraising and new opportunities.

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;
- Expanding the provision of equipment to facilitate therapeutic gaming experiences to improve the mental health of those experiencing physical and/or mental ill-health;
- Ultimately employing a person to manage day-to-day charity matters including engaging 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. The trustees reassess the training and support needs of volunteers on an ongoing basis, taking into account feedback from volunteers and other stakeholders.

2. FINANCIAL REVIEW

The charity had a cash surplus for the year of £10,604. At the end of the financial period this is added to the surplus brought forward giving a figure to carry forward of £21,388 which is available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern.

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. During the financial year 2023/24 there were six trustees of Gaming the Mind, four of whom have been in position since the charity was founded on 17th December 2019.

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 (as at 31st March 2024):

Dr Atheeshaan Arumuham
Dr Frances Debell
Dr Stephen Kaar
Dr Hamilton Morrin
Dr Donald Servant
Dr Marcus Tan

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 22nd January 2025 and signed on its behalf by:




Dr Frances Debell – Trustee

Dated: 22nd January 2025

Accounts

for the Year Ended 31st March 2024

 CHARITY COMMISSION FOR ENGLAND AND WALES	Gaming the Mind		1186983		CC16a
	Receipts and payments accounts				
	For the period from	01/04/2023	To	31/03/2024	
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					
Donations/grants	847	-	-	847	292
Charitable activities	13,800	-	-	13,800	11,509
Other		-	-		-
		-	-		
	-	-	-	-	
	-	-	-	-	
	-	-	-	-	-
	-	-	-	-	-
Sub total (Gross income for AR)	14,647	-	-	14,647	11,801
A2 Asset and investment sales, (see table).					
	-	-	-	-	
	-	-	-	-	-
Sub total	-	-	-	-	-
Total receipts	14,647	-	-	14,647	11,801
A3 Payments					
Charitable events costs	1,597	-	-	1,597	1,235
Items for charitable activities (console donation etc.)	1,896			1,896	
Charity running costs	551			551	613
Sub total	4,044	-	-	4,044	1,848
A4 Asset and investment purchases, (see table)					
	-	-	-	-	
	-	-	-	-	
Sub total	-	-	-	-	-
Total payments	4,044	-	-	4,044	1,848
Net of receipts/(payments)	10,604	-	-	10,604	9,953
A5 Transfers between funds	-	-	-	-	
A6 Cash funds last year end	10,784	-	-	10,784	10,784
Cash funds this year end	21,388	-	-	21,388	20,737

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	21,388	-	-
		-	-	-
		-	-	-
	Total cash funds	21,388	-	-
	(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	Details			
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
B3 Investment assets	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
B4 Assets retained for the charity's own use	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
B5 Liabilities	Details	Fund to which liability relates	Amount due (optional)	When due (optional)
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name	Date of approval	
		Dr Frances Debell	22/01/2025	