



ACCELERATE: SEASON 2 IMPACT REPORT



OVERVIEW

Take This' Accelerate Program offers its fellows mentorship, education, networking, and participation in professional industry events. We challenge fellows to take on capstone projects that challenge the barriers to mental health in the games industry. The Accelerate Program is cultivating future leadership at the intersection of games and mental health, empowering young professionals to connect and achieve work in the games industry.

”*This experience didn't just broaden my perspective; it actively changed my trajectory. I was able to build meaningful connections, learn directly from experts, and even encounter unexpected opportunities.*”

MEANINGFUL CHANGE

100%

Graduates Reported:

- Attending the GDC Festival of Gaming was the most impactful part of the program
- Achieving professional growth & connections due to participation
- Making successful career progress

80%

Peer Mentors:

- 8 alumni from our first season returned as peer mentors
- 7 from S2's cohort volunteered to be peer mentors going forward!

HIGH-LEVEL STATISTICS

- 562 face-to-face hours with staff and mentors
- 837 presented slides
- 35 unique seminar topics
- 100% of presentations captioned and recorded

”*I loved the broad range of subjects covered in both video games and mental health, the way the program started out with formal lectures/homework then transitioned into more practical skills... It covered a HUGE amount of ground in not a lot of time.*”

EMPLOYMENT DATA

