

# 2021 SOCIAL IMPACT REPORT





# If 2020 was a year of unprecedented challenges and global crises, **2021 was about building resiliency.**

Businesses, governments, nonprofits, and community groups worked together to lift up those who have been most impacted by the global pandemic, economic downturns, food insecurity, racial injustice, and so much more. At Riot Games, we've had the privilege to witness, both internally and through our players, how the combination of passion and purpose can drive meaningful change - and that has never been more important than today.

Our aspiration to be the world's most player-focused game company extends beyond our products. When we think about social impact, we think about our players and how we can unite all 180 million plus to make a real and lasting difference. Helping to mobilize our communities and platforms will create ripple effects far beyond our office walls or digital spaces.

This past year, we had the opportunity to empower players to be real-life sentinels in their own backyards - worldwide - through Riot's Sentinels of Light campaign. We also partnered with the White House to do our part in spreading awareness about COVID-19 vaccines during the ongoing pandemic. And, in true Riot spirit, Rioters all over the globe volunteered to support local organizations across our 18+ offices around the world.

In this year's Impact Report, we're introducing two new focus areas which we will include in our reports going forward: Environmental Sustainability and Privacy & Security. These topics represent critical issues facing our industry and our world so we're going to provide more transparency and updates on our progress as we work to address them within our operations.

**We are committed to making a difference in ways that provide a lasting impact in the lives of our players and the regions we serve.** As we continue to grow, as well as listen and learn, Riot remains dedicated to bringing even more creativity and resources to our CSR efforts. We will always strive to have the most impact possible in a way that is authentic and resonant with who we want to be for players and Rioters, and be a force for positive change and growth worldwide.

Dylan Jadeja, President



## 2021 Highlights

- Riot held its largest in-game fundraiser in the League of Legends universe to date, Sentinels of Light, where players raised \$5.8M for the Social Impact Fund, and 30 nonprofits nominated by players from 18 different countries were selected to each receive a \$10,000 grant.
- VALORANT hosted its first in-game fundraiser raising \$5.5M through players' purchases of the Give Back Bundle.
- Riot was awarded its second Golden Halo Award for last year's Dawnbringer Karma in-game fundraiser.
- Worked with the White House and the U.S. Department of Health and Human resources to promote vaccine awareness by creating PSA's for our esports broadcasts, which reached over 1.5 million unique viewers.
- Riot donated \$500K to stop the spread of Covid-19 around the U.S. and helped establish over 30 vaccination sites in areas that lacked adequate access.
- We launched education around two-factor authentication that resulted in 1.3M players adopting better data safety practices.
- Riot's employee matching program helped Rioters donate more than \$500K to local nonprofits over the year.
- 100% of Riot's offices worldwide gave back to their local communities this past year.



**1.0**

# CHARITY FUNDRAISERS



**If there's one word that captures the spirit of our players, it's passion. This passion extends beyond the game and into communities all around the world.**



**At Riot, we look for ways to empower our players to give back to the causes they deeply care about and make meaningful change in their own backyard.** We also listen and lean on players to tell us what causes are most important to them. In 2021, many new players picked up one of Riot's games, and with that, had the opportunity to be part of our in-game charity fundraisers and campaigns that support the Riot Games [Social Impact Fund](#).



## Sentinels of Light Charity Fundraiser

Over the summer, we held our largest in-game fundraiser in the League of Legends universe to date, **Sentinels of Light**, where players raised **\$5.8M** for the **Social Impact Fund**.

Sentinels of Light was a narrative event that brought together champions from the lands across the world of League of Legends to counter the spread of darkness. We had nearly 15 million players from around the world join the forces of light called Sentinels by purchasing a charity bundle featuring Sentinel Olaf, the bearded berserker champion in League of Legends, and competing in challenges across our games Wild Rift, Legends of Runeterra, and Teamfight Tactics.

In the world of Runeterra, a Sentinel protects those around them and is considered to be a “force for good.” As a part of the Sentinels of Light campaign, we asked players to be a force for good in their communities and nominate their favorite charities. We had over 19,000 players participate and nominate a charity in their local community. In the end, 30 organizations from 18 countries across 11 cause areas were chosen to receive a [\\$10K community grant](#).



“It was amazing to see how the Sentinels of Light initiative resonated so passionately with players across the Riot ecosystem. **We're so proud to be able to support 30 charitable organizations that received glowing nominations from some of our most passionate players.**”

Jimmy Hahn, Senior Manager Social Impact

## Here are the 30 nonprofit winners and the causes they support:

- [América Solidaria Argentina](#) (Argentina) - No Poverty
- [APAE Brasil](#) (Brazil) - Good Health and Wellbeing
- [Ape Action Africa](#) (U.K./Cameroon) - Life on Land
- [Asian American Success Inc.](#) (U.S.) - Quality Education
- [BeLoNG To](#) (Ireland) - Gender Equality
- [Blue Dragon Children's Foundation](#) (Vietnam) - No Poverty
- [Clean Up Australia](#) (Australia) - Climate Action
- [Coalition for Rainforest Nations](#) (Netherlands) - Climate Action
- [Cordem ABP](#) (Mexico) - Gender Equality
- [Fundación Aquí Nadie Se Rinde I.A.P](#) (México) - Good Health and Wellbeing
- [Fundación Minga Valpo](#) (Chile) - Quality Education
- [Fundación Superación Pobreza](#) (Chile) - No Poverty
- [Genesis Women's Shelter](#) (U.S.) - Gender Equality
- [Ingenium ABP](#) (Mexico) - Good Health and Wellbeing
- [Instituto Vovô Chiquinho](#) (Brazil) - Quality Education
- [LÖSEV Foundation for Children with Leukemia](#) (Turkey) - Health and Wellbeing
- [Maslow Project](#) (U.S.) - No Poverty
- [Metropolitan Organization to Counter Sexual Assault](#) (U.S.) - Gender Equality
- [Plan International Japan](#) (Japan) - Quality Education
- [Prairie State Legal Services](#) (U.S.) - Peace, Justice and Strong Institutions
- [Shatterproof](#) (U.S.) - Good Health and Wellbeing
- [Société Protectrice des Animaux](#) (France) - Life on Land
- [SPEAR Islington](#) (U.K.) - Reduce Inequalities
- [Story Tapestries](#) (U.S.) - Quality Education
- The Nature Conservancy (U.S.) - Climate Action
- [The Table Community Food Centre](#) (Canada) - Zero Hunger
- [Verein für krebskranke Kinder Harz eV](#) (Germany) - Good Health and Wellbeing
- [WAI Wanaka](#) (New Zealand) - Life Below Water
- [WaterAid](#) (U.S.) - Clean Water and Sanitation
- [WWF Spain](#) (Spain) - Life on Land

## VALORANT Give Back Bundle

**VALORANT**, Riot's character-based tactical shooter, had a huge year reaching 14 million monthly players worldwide.

In VALORANT, players can customize their in-game items with skins. As part of the game's first anniversary celebrations, players were invited to vote for the return of four previous skins. Once players decided on their favorites, the skins were made into a bundle that players could purchase from our in-game shop with 50% of skins proceeds and 100% of accessory proceeds going straight to the Social Impact Fund.

# \$5.5M

**After all the purchases, another \$5.5M was raised from VALORANT players' purchases of the Give Back Bundle**



## Golden Halo Awards Dawnbringer Karma

**In 2020, League of Legends players came together to raise \$6M for the Social Impact Fund to support 46 nonprofits around the world.**

In 2021, in recognition of the money our players raised during the Dawnbringer Karma campaign, Engage for Good, an organization focused on the intersection of cause and commerce, awarded Riot our second Golden Halo, the highest corporate social responsibility award.



**Engage for Good awarded Riot our second Golden Halo Award**



# 2.0

# SOCIAL IMPACT FUND

# The Social Impact Fund is Riot's nonprofit engine for our collective efforts for global social impact. In partnership with ImpactAssets, the fund allows players to have a much deeper reach to help more people in a lasting way.

The Social Impact Fund is a separate entity from Riot Games that allows us to make direct investments to organizations around the globe that are working to solve some of the world's most pressing problems. Donating to international charities is a complex process and this model allows us to reach nonprofits creating a positive impact everywhere our players live.

By design, the Social Impact Fund can benefit communities around the world. With this structure, we're able to open nonprofit nominations up to our players, distribute funding to almost any country, and allow us to move quickly when opportunities arise. The majority of funding raised is used for player-selected causes and nonprofits, like the Sentinels of Light initiative, where players had the chance for their nonprofit of choice to be selected to receive a \$10k grant from the Social Impact Fund.



**“As a global company, it's important that we take a global approach to help address some of the most pressing problems in our communities.** The structure of the Social Impact Fund allows Riot to mobilize our players all over the world to address issues that matter most to them.”

Jeffrey Burrell, Sr. Director of Social Impact

We thought it would be worthwhile spending a bit of time in this report to explain how the Social Impact Fund works as it may be a new approach for many players:



ONE WAY



SUPPORTING NONPROFITS IN

- North America
- Europe, the Middle East and Africa
- Asia-Pacific
- Middle East/North Africa
- Latin America



**\$17M**

Distributed in grants  
since inception

**400**

Organizations donated  
to in 25 countries



**The Riot Games Social Impact Fund does not support:**

- Corporate brand building or recruitment event sponsorships
- Employee donation matching (that's handled directly by Riot)
- Donations to political or religious organizations as defined by law

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All Social Impact Fund proposed grants, investments, or support are reviewed and approved by an independent third party, ImpactAssets, for appropriateness, perceived self-service, and compliance.



# 3.0

# OUR PILLARS



**Our Social Impact mission is to leverage Riot's unique strengths and resources to create a positive and lasting impact for all of our stakeholders. We focus our efforts on four pillars that we think Riot can meaningfully contribute towards: Opportunity, Education, Citizenship, and Sustainability.**

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→ 01 OPPORTUNITY

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02 EDUCATION

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03 CITIZENSHIP

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04 SUSTAINABILITY

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**We aim to support people from all backgrounds to live an equally just, healthy, and happy life so that they can realize their potential.**



## Racial Equity Grants

**In 2021 we supported **Gameheads and ColorStack**, two nonprofits focused on increasing the number of Black game developers.**

Our Social Impact team worked with Riot Noir, our employee resource group for Black Rioters, to identify which nonprofits to support. Gameheads is a tech training program that equips young people of color with the tech and life skills they need to succeed. ColorStack's mission is to increase the number of Black and Latinx Computer Science graduates that go on to launch rewarding careers in tech. Gameheads and ColorStack share our goal of opening career pathways into video games and tech for underrepresented groups and we're looking forward to sharing their progress in the coming years.

# \$190K

**Gameheads and ColorStack were each provided \$95K to support their initiatives**

## Reboot Representation

For the third straight year, Riot worked with Reboot Representation to help them in their efforts to close the gap for Black, Latina, and Native American women in tech by doubling the amount of women of color who graduate with Computer Science degrees in the U.S.

While Covid-19 has had large impacts across the education system, we have committed to another three years of supporting Reboot to break down the barriers that prevent more women of color from getting their computer science degree.

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**Coalition members have pledged more than \$12 million to reach this goal and have provided re grants to support 17 programs focused on recruiting and retaining Black, Latina, and Native American Women (BLNAW) in computing pathways and technology careers in one or more of the following areas:**

CONNECTIONS FROM HIGH SCHOOL

ACADEMIC SUPPORT

COMMUNITY COLLEGE PATHWAYS

COMPLETION INCENTIVES

COMMUNITIES OF PEERS  
AND/OR MENTORS

CAREER PLANNING RESOURCES  
AND OPPORTUNITIES

## Impact Investing

The effects of this pandemic will stretch beyond when case numbers subside so we looked for ways Riot can continue to help the most impacted communities. To do that, we worked with ImpactAssets to support the Business and Community Resilience Investment Fund. This investment fund provides financial resources, services, and advocacy to help communities traditionally underserved by the financial sector who were overwhelmingly impacted by the economic downturn due to Covid-19.

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**One example is Hope Enterprise, a Community Development Financial Institution (CDFI), creating economic opportunity for underserved communities to access non-predatory financial products in order to escape intergenerational poverty.**





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01 OPPORTUNITY

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→ 02 EDUCATION

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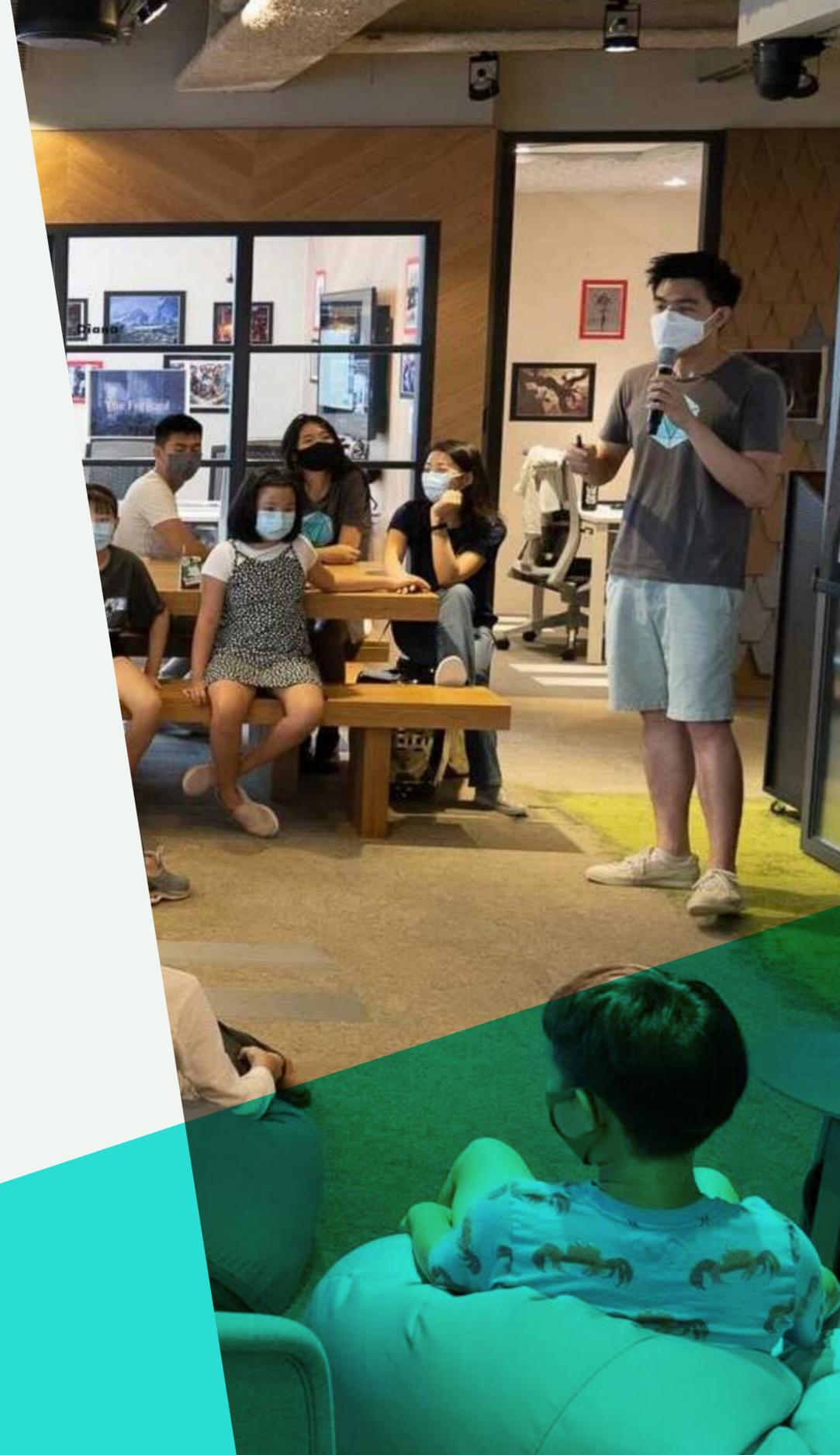
03 CITIZENSHIP

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04 SUSTAINABILITY

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We aim to **provide and expand access** to **STEAM** education and social & emotional learning (SEL) to prepare students for jobs in the future economy.

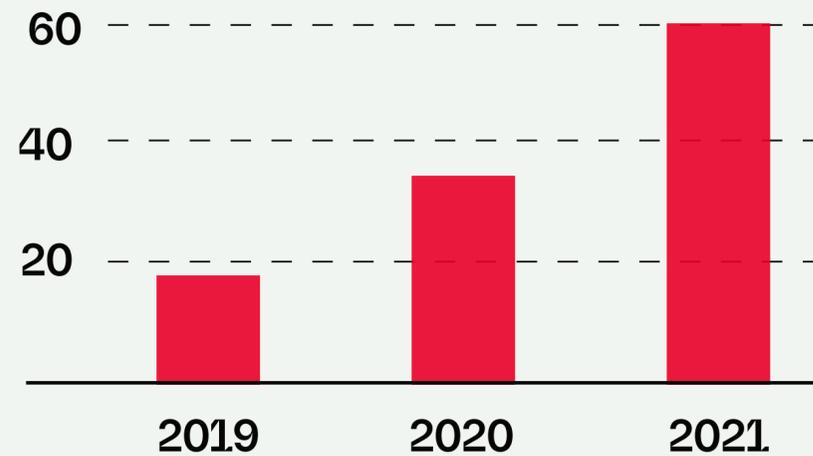


# Girls Who Code

Riot has been a proud supporter of Girls Who Code since 2017. In 2021 we welcomed (virtually) our biggest class to date.

Over the summer, 60 high school juniors and seniors joined the program where they had the chance to be mentored by Rioters across various departments, explored real-world applications of computer science, and created activist toolkits to support causes they are passionate about such as climate change, Down Syndrome awareness, and fast fashion.

For the second straight year, **we nearly doubled the number of students** who attended the summer program. Riot and Girls Who Code have a shared goal of helping build the pipeline of female engineers to create more diverse perspectives across a variety of industries.



**Classes started with 17 in 2019, grew to 35 in 2020, and now reached 60 in 2021.**





# Mental Health Resources for Content Creators

The pandemic brought mental health issues to the forefront of society. As a result, it has become an even larger priority than ever before as people are impacted across health, education, and careers. Content creators have the power to connect with their audience on a personal level and make a real impact in their lives. Young people in particular are turning to content creators and influencers for mental health support compared to more traditional support outreach. Because of this growing trend, Riot teamed up with The Public Good Projects to develop [free mental health advocacy guides and resources](#) to help content creators, streamers, and moderators have safer conversations around mental health.



In addition to these resources, Riot works with Crisis Text Line to **support players** who may be considering self-harm, suicide, or just need someone to hear them.



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01 OPPORTUNITY

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02 EDUCATION

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→ 03 CITIZENSHIP

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04 SUSTAINABILITY

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We aim to **encourage, build, and protect** inclusive and supportive communities in-person and online.



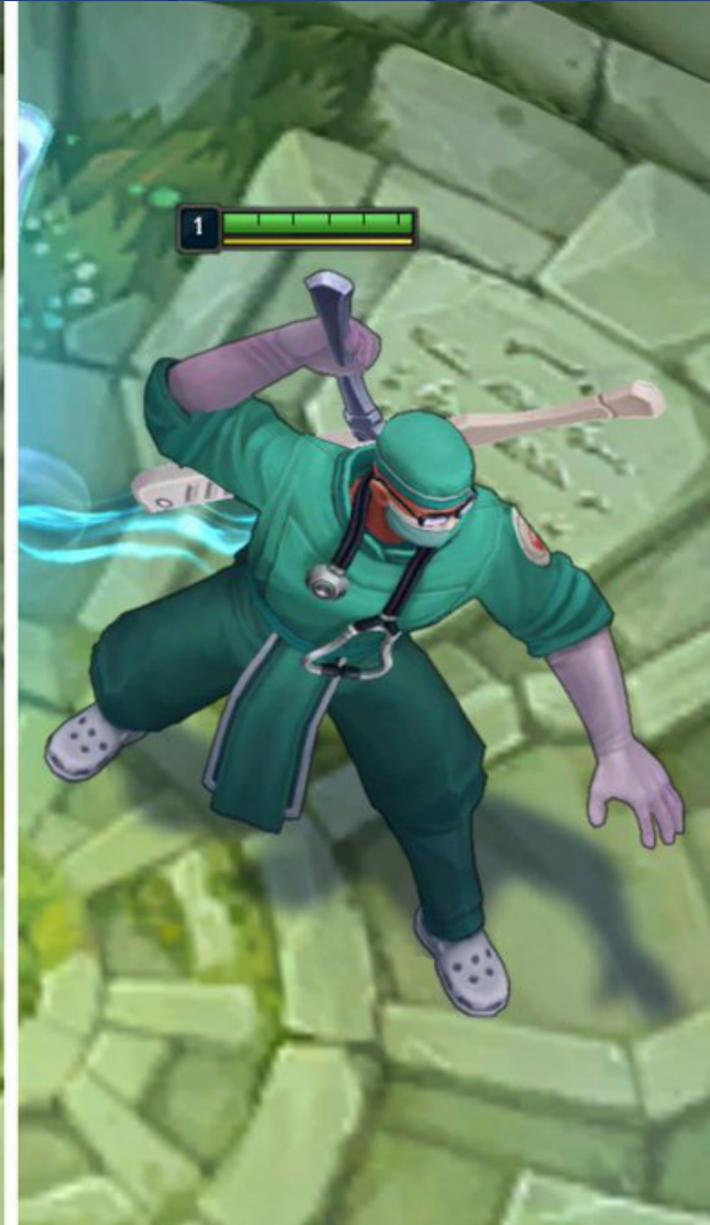
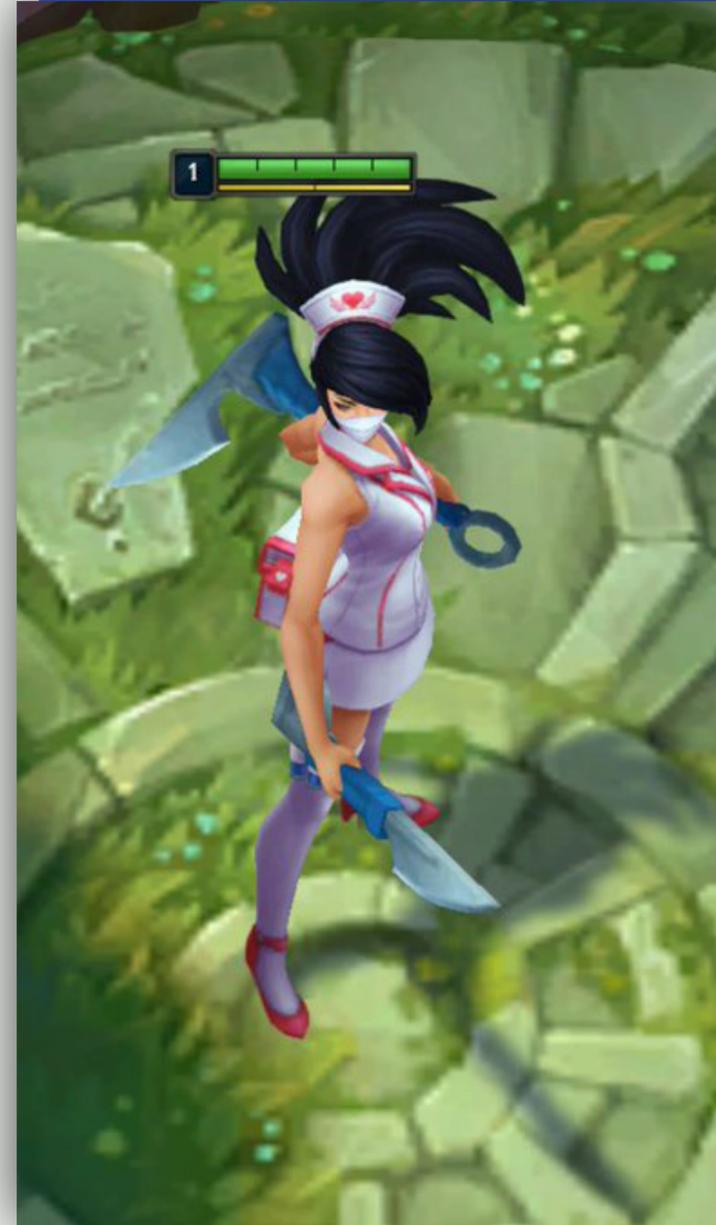
# Covid-19 Vaccine Education

As the Covid-19 pandemic continued to grow heading into 2021, Riot kept on supporting impacted communities by using our platforms to encourage life-saving vaccinations. We collaborated with the White House and the U.S. Department of Health and Human Services to share accurate vaccine information.

We also worked with our network of content creators across North America to share information on how to get vaccinated with their viewers. We created a [medical skin bundle](#) featuring Nurse Akali, MD Kennen, and Surgeon Shen, three of our League of Legends champions, for creators to give away as a part of our #VaxedTogether campaign on social media. These efforts were specifically called out by the U.S. Surgeon General as important in the fight against vaccine disinformation.

**1.5M**

Our public service announcements **reached over 1.5 million unique viewers** across our esports broadcasts for the League of Legends Championship Series and the VALORANT Champions Tour.



## International Medical Corps

From earthquakes to hurricanes, relief must come fast in times of crisis around the world. Since 2016, Riot has worked with International Medical Corps to create the Riot Games' Emergency Response Fund. The fund has supported rapid responses for 19 natural disasters across 15 countries to date. Through our forward-funding approach, Riot can distribute emergency aid typically within 36 hours of an event to where International Medical Corps needs it most.

While natural disasters require intense local relief, over the last two years everyone in the world has faced the same challenge of Covid-19. Riot was an early supporter of International Medical Corps Covid-19 response in the Philippines, where the team was able to distribute more than 5.8 million pieces of personal protective equipment and reached more than 36,000 people with donated tents, hospital beds, awareness campaigns, and oxygen supplies.

**5.8M**

Pieces of PPE distributed

**36K**

People reached with essential supplies

## “Stop the Spread” Covid Relief Support

Working with ImpactAssets, Riot donated \$500K to stop the spread of Covid-19 through various initiatives around the U.S. The money went towards raising vaccine awareness, building trust, and advancing equity in healthcare. With support from the Social Impact Fund, Stop the Spread helped establish over 30 vaccination sites in areas that lacked adequate access.

**\$500K**

Donated to support ImpactAssets

**30+**

Vaccination sites established



# Offline TV Charity Tournaments

In April and December, we worked with our community team in North America to support a series of VALORANT charity tournaments run by the content creation collective, OfflineTV. Some of the biggest names and streamers in gaming like Pokimane, Scarra, Disguised Toast, Valkyrae, and more chose a charity then queued up to earn the most possible money for their cause. The charities they played for included the Children Foundation, Stop AAPI Hate, St. Jude, The ACLU Foundation, and Rise Above the Disorder.

**\$88K**

Contributed a total of \$15K to the two tournaments which raised \$88K total

**5 TEAMS COMPETE!**

- TEAM POKI**  
JACKSEPTICEYE  
BABO ABE  
SYDEON  
SEANIC
- TEAM LILY**  
MASAYOSHI  
BROOKEAB  
FUSLIE  
MYTH
- TEAM SCARRA**  
EDISON PARK  
SHIPHTUR  
ARIASAKI  
BNANS
- TEAM TOAST**  
KRISTOFERYEE  
PETER PARK  
NATSUMIII  
VALKYRAE
- TEAM MICHAEL**  
QUARTERJADE  
YVONNIE  
JUMMY  
HJUNE

**OFFLINETV CHARITY VALORANT INVITATIONAL**

STARTS **12:30 PM PST** FROM **4/17 - 4/18**

**OFFLINETV CHARITY VALORANT INVITATIONAL**

COMING SOON.....  
COMING SOON.....  
COMING SOON..... **4/17 - 4/18**

FEATURING.... **25 FRIENDS** FEATURING....



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01 OPPORTUNITY

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02 EDUCATION

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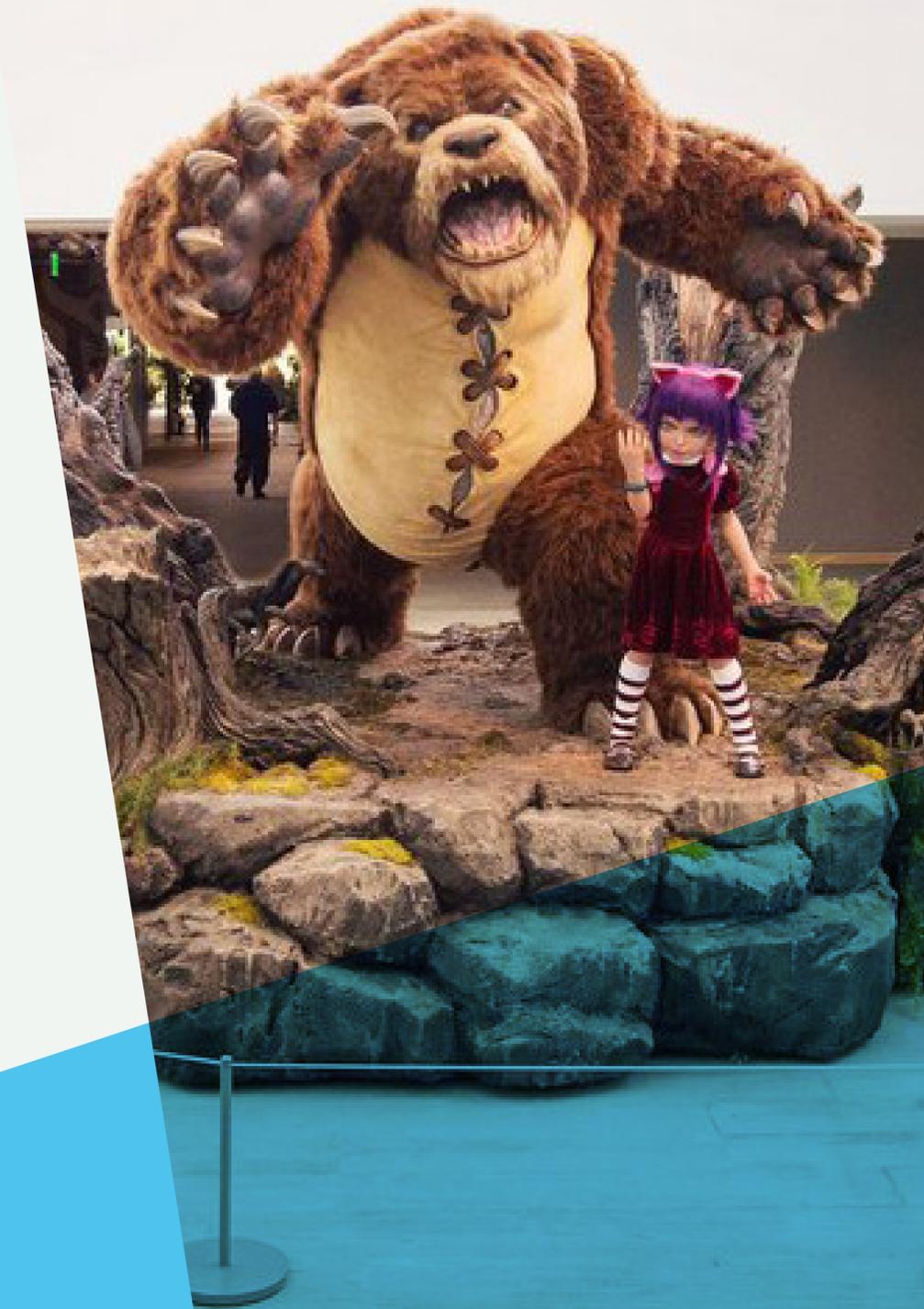
03 CITIZENSHIP

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→ 04 SUSTAINABILITY

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We aim to **limit our impact on climate change** and to operate our business activities within a sustainable manner.





# We're excited to announce our newest pillar of focus - **Sustainability**. At a high level, our strategy will follow **three initiatives**:

## 01 **AVOID**

Where possible, avoid creating emissions through clean energy grids and renewable energy sources.

## 02 **REDUCE**

Reduce our total energy consumption through our operations and direct supply chain.

## 03 **MITIGATE**

Where we can't avoid or reduce, we'll seek to offset our energy usage through scientifically backed carbon offsets.

# Our Plan for Sustainability Going Forward

Unlike Ezreal, we actually do need a map... We don't know what we don't know, so our first major body of work is to understand our total greenhouse gas emissions. With the launch of new games, our global carbon footprint expands. Now that we can understand what a steady-state for Riot's new game family looks like, we can begin working on specific goals and planning strategies to address that carbon footprint.



# Earth Day Offsets for Rioters

On Earth Day 2021, we projected the total carbon emissions for all full-time Rioters and donated that amount to Eden Reforestation Projects. ERP plants nearly a million trees per day and works across some of the world's most remote countries to combat climate change and provide fair wages to workers.

**1M**

ERP plants nearly 1,000,000  
trees per day





4.0

# RIOTER ENGAGEMENT



**From volunteering to donating, Rioters are passionate about giving back to their local community and causes they care deeply about. Despite the challenges of the past few years, Rioters, just like the rest of the world, have been resilient and dedicated to doing their part to uplift those around them.**

While we create opportunities for this throughout the year, we also want to help Rioters support the organizations they care about personally both through time and money. That's why we match Rioter donations and volunteer hours to a wide variety of nonprofits and organizations that they want to support.

**602**

Rioters used our donation matching program through Cybergrants

**381**

Charities supported

**\$255K**

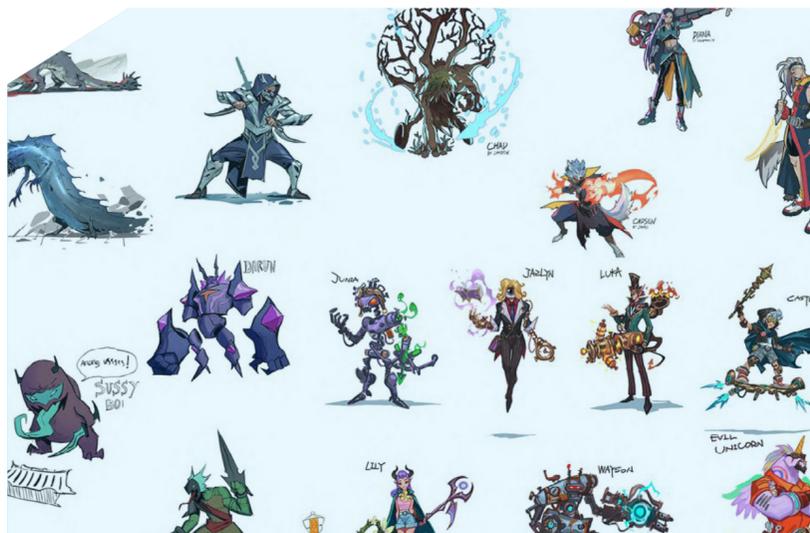
In Rioters' donations were matched in 2021



**IN LOS ANGELES HQ**

# Rioters Around the World

During our 6th annual [Global Service Month](#), teams across our 20 global offices gave back in their own unique ways.



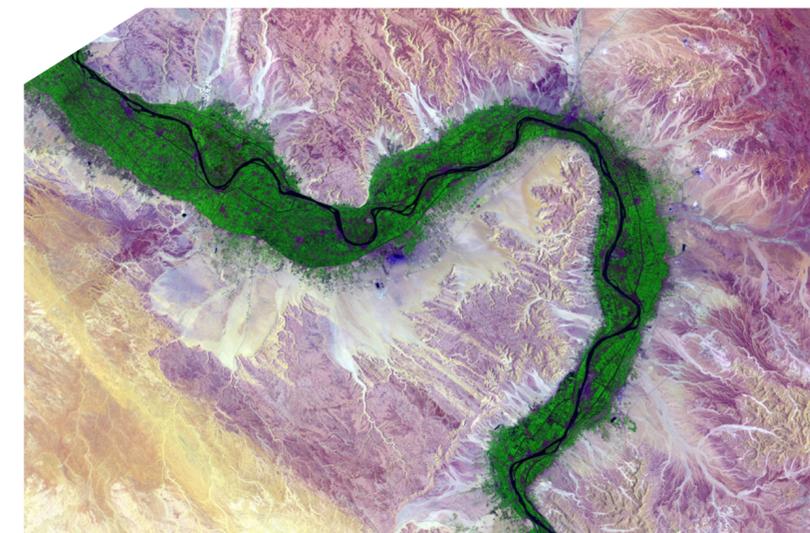
## Character workshop for Hong Kong and Singapore youth

Our Hong Kong and Singapore Studios partnered with Press Start Academy to host a character design workshop for local students. Kids between the ages of 8-14 worked with volunteers to create their own characters inspired by the League of Legends universe. Our illustration artists then brought the characters to life.



## Winter clothing donations and funds raised by Riot Brazil

In Brazil, Rioters partnered with Banho Solidário SAMPA, a nonprofit that provides showers and hot water to those without homes. Rioters also came together to donate tons of winter clothes so the nonprofit could get them to people in need. For every piece of clothing donated, Rioters in Brazil also committed 150 BRL to Banho Solidário SAMPA. In all, 13K BRL (\$2.5K USD) was raised.



## European, Middle Eastern, African and North American Rioters mapped part of South Sudan

Rioters love maps. It's a thing. So we put that to good use as Rioters in Europe, the Middle East, Africa, and North America worked with the Humanitarian OpenStreetMap Team to map part of South Sudan. Remote populations were some of the most difficult to reach for vaccine distribution and Rioters helped identify priority population groups and ways to get them the access they needed.



### **In Europe, Shanghai, and Los Angeles, Rioters learned sign language**

In Europe, Shanghai, and Los Angeles, Rioters took classes for sign language which included a vast amount of terms and regional differences. As part of the classes, Rioters learned more about deaf culture and how to be more mindful of the challenges faced by hard-of-hearing communities around the world.



### **Los Angeles Rioters joined forces to create kits for student success**

In Los Angeles, Riot worked with City Year LA to create Student Success Kits for Jordan High School students. With virtual classes, Rioters joined zoom meetings to prepare the kits which included necessary school supplies for the upcoming school year.



### **Riot in Ireland worked with Hypixel Studio on drone initiatives**

Additionally in Ireland, we partnered with our friends at Hypixel Studios to establish a drone program that assists with local search and rescue operations for Foyle Search and Rescue. The drones help search River Foyle, a deep and fast-moving 80-mile river in northwest Ireland. Since Foyle Search and Rescue was created in 1993, the organization has helped over 1,000 people in distress. The drones, which include one incorporated with thermal imaging, will allow rescuers to find and follow people faster and more accurately than ever before.

# Arcane Charity Bake Sale

Featuring delicious pastries like Topperside Treat and Jinx's Chocolate Bomb, baked by our on-campus cafeteria staff, the Arcane-themed bake sale raised \$36K for The People Concern, a charity in Los Angeles who are working to aid homeless people in the community.



"The reason why Arcane is big, the reason why it is successful, is because of our players. We always want to keep that in mind. Regardless of the campaign, **we always want to make sure there's an element that gives back to players and the community.**"

Sue-Min Koh, Program Manager Social Impact

**\$36K**

**Raised for The People Concern, an LA-based charity working to aid homeless people in the community**



# Summoner's Whiff

The aptly named Summoner's Whiff, a play on the League of Legends map, is another Rioter favorite fundraiser where we sold candles and other goodies raising \$27K for the Ocean Conservancy. Two Rioters who wanted to use their candle-making hobby for good made these candles. This is just one of the many examples that show how giving back to our community is not just a top priority for the company, it's a priority for our Rioters in their everyday life.

**\$27K**

**Raised for the Ocean Conservancy, a nonprofit working to protect the ocean from today's greatest challenges**





**5.0**

# **DATA PRIVACY & SECURITY**



**At Riot, the privacy and security of the data belonging to our players, Rioters, and fans is critically important to us. We are committed to building our global privacy and information security program following applicable global laws and industry best practices.**



From the game's first stages to the most recent patch, we follow industry standards to make sure our games build secure, run secure, and stay secure via consistent risk assessments. Every single one of our players gets the same minimum standard of protection based on the principles of the European Union's General Data Protection Regulation.



## MULTI-FACTOR AUTHENTICATION

**After a year-long effort in 2021, we launched two-factor authentication in January 2022.**

**Over 1.3M players have already signed up. We know our players care about their accounts a whole lot and this gives them another level of protection for everything on their account.**

Two-factor authentication has become a common and expected feature in 2022 but for a company that grew and scaled from 0 - 100 million players in the course of a few short years, implementing it successfully across all our accounts and services was a big task that required collaboration and effort across our entire company.

At the same time, we value our players' privacy which is why we chose to use email-based two-factor authentication instead of SMS. Players are already signed up with an email address so this requires no further personal information, but adds more security.

## RIGHT TO KNOW

**We believe you have a right to know what we know about you. That may seem obvious but often companies will hide your data behind their own Fog of War. Unlike League, we want you to have full visibility.**

**So if you want to see what we know about you, all you have to do is ask.**

In 2021 we fulfilled over 200K requests players made for their data. In some regions this is a required function, but we made it available to all players globally. The vast majority of the data we have is related to players' gameplay, and that's readily available at any point in the in-game client.



6.0

THANK YOU



The work we did this year **wouldn't have been possible without teamwork.** From our players who bought charity bundles and nominated causes important to them, to Rioters who stepped up to give back to their local communities, to the long list of amazing organizations who are putting in the work every day to make this world a better place, **we did this together.**

THANK YOU

## Here are the organizations we supported in 2021. Thank you, sincerely, to each and every one:

- |   |   |                                       |
|---|---|---------------------------------------|
| 9 Dots  | Fundación Minga Valpo                               | Prairie State Legal Services          |
| APAE Brasil                                     | Fundación Superación Pobreza                        | Romi's Way                            |
| Ape Action Africa                               | Gameheads   | Serendipity Healthcare Foundation     |
| Asian American Success                          | Games for Change                                    | Shanthi Maargam                       |
| Banho Solidario SAMPA                           | Genesis Women's SHelter                             | Shatterproof                          |
| BeLong To                                       | GlobalGiving  | Shenzhen Henghui Charity Foundation   |
| Blue Dragon Children's Foundation               | Greenlight for Girls                                | Société Protectrice des Animaux       |
| Boys and Girls Club of America                  | Hande fur Kinder e. V.                              | SPEAR Islington                       |
| Camino Verde                                    | ImpactAssets  | SPORT DANS LA VILLE                   |
| China Population Welfare Foundation             | Ingenium ABP  | Story Tapestries                      |
| Clean Up Australia                              | Instituto Vovó Chiquinho                            | Story Tapestries                      |
| Coalition for Rainforest Nations                | International Medical Corps                         | Te Aud Romania                        |
| ColorStack                                      | Kadin Emegini Degerlendirme Vakfi                   | The Branch Foundation                 |
| Cordem ABP                                      | LÖSEV Foundation for Children with Leukemia         | The Nature Conservancy                |
| Doctor Piotr Janaszek PAY IT FORWARD Foundation | Maslow Project                                      | The Table Community Food Centre       |
| Eden Reforestation Project                      | Metropolitan Organization to Counter Sexual Assault | Verein für krebskranke Kinder Harz eV |
| Fondazione La Stampa Specchio dei tempi onlus   | Nochlezhka  | WAI Wanaka                            |
| Foyle Search and Rescue                         | North Austin Community Center                       | WaterAid                              |
| Fundacion Aguas                                 | Norwegian Refugee Council USA                       | WONDER Foundation                     |
| Fundación Aquí Nadie Se Rinde I.A.P             | Plan International Japan                            | World Wildlife Fund-SA                |

## 2021 Corporate Partners

- |   |   |
|---|---|
| <a href="#">9 Dots</a>                              | <a href="#">Ocean Conservancy</a>                             |
| <a href="#">Active Minds</a>                        | <a href="#">Press Start Academy</a>                           |
| <a href="#">China Population Welfare Foundation</a> | <a href="#">Public Good Projects</a>                          |
| <a href="#">CHOC Walk</a>                           | <a href="#">Reboot Representation</a>                         |
| <a href="#">City Year Los Angeles</a>               | <a href="#">Shanghai iSigner Sign Language Culture Center</a> |
| <a href="#">ColorStack</a>                          | <a href="#">Shenzhen Henghui Charity Foundation</a>           |
| <a href="#">Crisis Text Line</a>                    | <a href="#">State Farm</a>                                    |
| <a href="#">Cybergrants</a>                         | <a href="#">The People Concern</a>                            |
| <a href="#">Eden Reforestation Project</a>          | <a href="#">Women in Film</a>                                 |
| <a href="#">Foyle Search and Rescue</a>             |   |
| <a href="#">Gameheads</a>                           |   |
| <a href="#">Games for Change</a>                    |   |
| <a href="#">Girls Inc</a>                           |   |
| <a href="#">Girls Who Code</a>                      |   |
| <a href="#">Global Giving</a>                       |   |
| <a href="#">Goodera</a>                             |   |
| <a href="#">Humanitarian OpenStreetMap</a>          |   |
| <a href="#">ImpactAssets</a>                        |   |
| <a href="#">International Medical Corps</a>         |   |
| <a href="#">LA Food Bank</a>                        |   |
| <a href="#">Make A Wish</a>                         |   |

