

WHY DID WE CREATE 'PLAY OUTSIDE'?

Play Outside is a platform that enables young people to connect with the outdoors on their own terms, and share it with their peers in a way that is memorable, engaging, and fun.

Over the last several decades, young people have become increasingly alienated from the natural world, contributing to the national crisis in children's health as well as the considerable decline in environmental literacy.

For many years, technology was considered a contributor to this nature deficit disorder – until recently.

Today, technology is seen as a potential pathway to increasing or enhancing outdoor experiences.





SO WHAT'S OUR APPROACH?

Millennials & GenZ spend considerable time managing both their personal social media and the content of their peers.

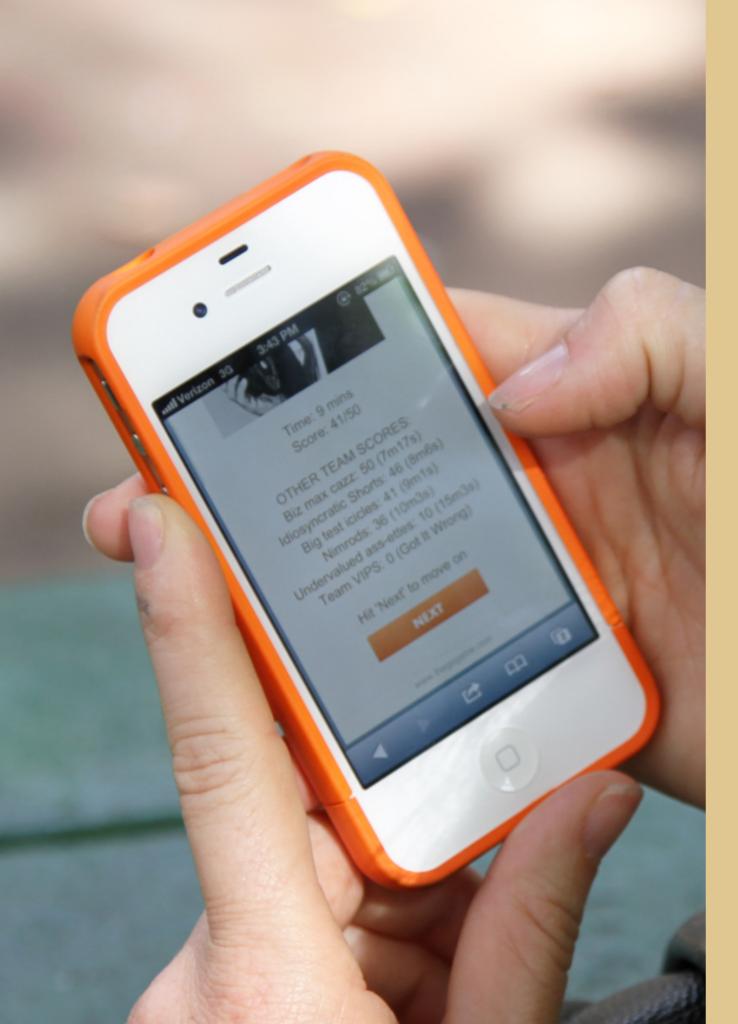
To engage young adults and motivate them to spend more time outdoors, the efforts must revolve around their social media patterns and preferences.

Rather than organizations / celebrities / government initiatives / teachers / parents telling Millennials/GenZ that outdoor recreation is fun and worthwhile, we know it's going to be more effective for Millennials/GenZ to discover and share this truth amongst themselves.

Play Outside is a platform that encourages players to record their outdoor adventures and then share this content, offering younger generations the tools needed to define their relationship with the outdoors and influence their peers.







HOW IT WORKS

THE GAME

The Play Outside Game is free and open to the public.

Players can complete as many creative missions as they want, anywhere they want, and the best submissions will win prizes. These missions will encourage them to engage and reimagine natural spaces.

For every photo or video from the game that players share on Facebook or Twitter, The Go Game will donate \$1 to the National Park Foundation.

ADDITIONAL WAYS TO AMPLIFY

Unlike most mobile games that exist as downloadable apps, this game is browser-based and can be played (for free) on any smartphone with basic cellphone reception. Currently, players can access the game at thegogame.com/playoutside.

In addition, the Play Outside page will host an Action Center. This page could also feature volunteer opportunities, advocacy petitions, and special outdoor destinations.

PARTNER ENGAGEMENT

There are countless opportunities to engage partners, but specifically we aim to focus on the following categories:

Non-profit Partners

Cross-promote with Outdoor Nation, National Park Foundation, Surfrider, Sierra Club, Deer Hill Foundation and more.

Media Partners

Traditional editorial coverage (Wired, National Geographic, NYT travel), regional press, as well as niche outlets (Cold Splinters, Bust Magazine and more.

Prize Partners

REI, Patagonia, Alite (backpacking), Mollusk (surfing), Nike, Timberland, Levi's, Palladium Boots, Converse and more.

Corporate Partners

Ford, AAA, Virgin America



THE PRIZES

Using a small percentage of the proceeds from the Outdoor Nation Grant, The Go Game will purchase prizes ranging from camping gear to gift cards. The remaining proceeds will go directly to the National Parks Foundation, matching every photo or video shared on Facebook or Twitter.

TARGET PARTNERS & SPONSORS INCLUDE:









PUBLIC























patagonia®



ABOUT THE GO GAME

We are a San Francisco-based company that designs hightech urban adventures games for clients worldwide. Since 2001, The Go Game has staged over 12,000 unique, interactive events for over 1.5 million players in over 25 countries.

Our flagship offering features location-based puzzles, undercover actors, and creative missions designed to get players communicating, problem-solving, and laughing together.

We also produce movie games, spy-themed games, community events, flash mobs, creative product testings and private parties. Past gaming projects include citywide food truck scavenger hunts, multi-city transportation policy games, and zombie-themed disaster preparedness games.

Our specialty: Unforgettable customized group experiences and buzz-worthy public spectacle.



