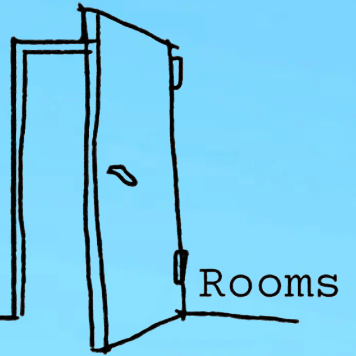




Benefitting:



Bridging

Rooms

Creating VR experiences
with children in hospitals

READY PLAYER GOLF 7

The World's First Virtual Reality Charity Golf Fundraiser

How to Support and Participate



ACADEMY
IMMERSIVE
Arts & Sciences

ENGAGE



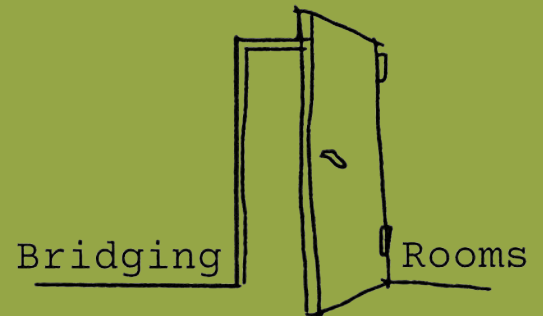


Bridging Rooms

OUR BENEFICIARY

Since 2022, Ready Player Golf's Annual Fundraiser has benefited James Orrigo's work for Children's Cancer Research Fund. Now, James and his wife have formed their own nonprofit, Bridging Rooms, where they continue his work using VR to bring joyful experience to children fighting cancer and other debilitating illnesses.

Benefitting:



Bridging Rooms brings VR headsets into kids' hospital rooms, but it doesn't end there. Their team builds experiences *with* the kids, not for them, with the children leading the design. A child who spent the morning as a patient spends the afternoon as a designer, an architect, a world-builder.





Who We Are

ACADEMY
of
IMMERSIVE
Arts & Sciences

Ready Player Golf is a program of the Academy of Immersive Arts and Sciences that raises funds to provide VR headsets and VR experiences to hospitalized children.



OUR MISSION

Ready Player Golf’s (RPG) mission is to pioneer new ways to connect sport, technology, and philanthropy—using VR golf tournaments to unlock community, creativity, and charitable giving.

BENEFICIARIES

2020



2021



2022 - 2025



2026



1st

VR Golf
Charity

6Y

Years &
Running

\$40K

Raised to
Date

Forbes

Featured
Coverage





Why We Do This

*L*ife shrinks for a child in a hospital bed. Walls close in. Treatments limit movement. Isolation replaces play, and dreams get put on hold.

A headset changes the room. A kid confined to a bed can stand on a mountain, swim with whales, or bake muffins while singing in an opera. For an hour, they aren't a patient. They're just a kid, playing and creating with other kids.

We can't shorten the treatment. We can shorten the day.





Who We're Helping



"Immunocompromised youth and children often spend long periods of time in isolation in hospitals, at home, or in hospice care. We have the incredible privilege of using creativity, VR, and technology to change their environment for a little while and give them a keepsake to cherish.

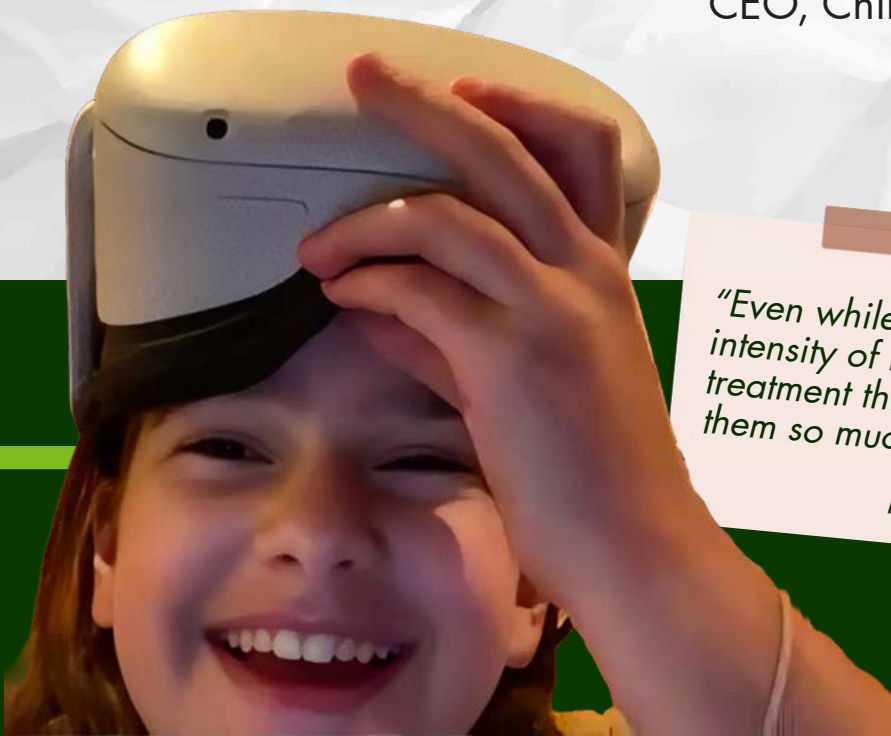
Your support helps us create moments filled with joy, imagination, and connection."

James and Kristin Orrigo
Founders, Bridging Rooms

Through the VR Community, James' work, these kids are getting the brighter futures they deserve, while they're here, and enjoying so much more of life.

Elizabeth Crippen Allen

CEO, Children's Cancer Research Fund



"Even while enduring intensity of radiation treatment this brought them so much joy"

Parent

"The past two years, I haven't been able to play with any kids. It has been very fun to finally play with other kids again in virtual reality!"

Child



PLATFORM PARTNERS

Make the immersive worlds that allow us to play while getting to know each other.



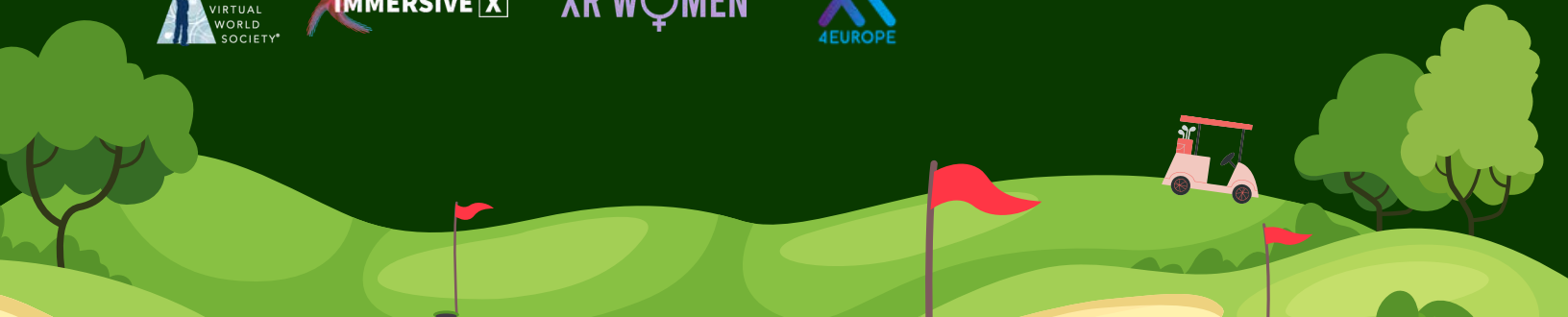
PRODUCTION PARTNERS

XR media content production experts that make every RPG an event to be remembered.



COMMUNITY PARTNERS

Provide an extensive network to market our impact, donations, and content.



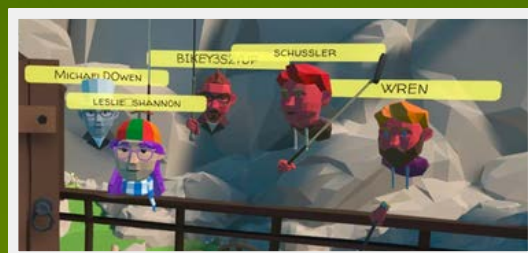


Game Day & Beyond

Player Experience - VR

DAY 1 - Swing for Impact

- Network with XR leaders & creators
- Portal to Walkabout Mini Golf
- Play VR golf with your team
- Compete to win challenges



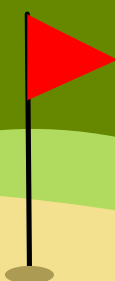
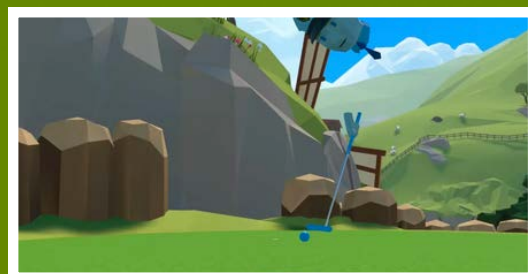
DAY 2 - Honoring our Players

- Attend Acknowledgment Ceremony in ENGAGE
- See what we raised together
- Visit the VR Experience the kids created with your help



Our Gratitude

- Your team or organization featured in event recaps across our channels and partner channels
- Recognition as part of the founding community supporting Bridging Rooms
- Your name among those who made a day families will always remember
- Recognition at our Virtual Reality Acknowledgment Ceremony





New This Year!

VR Golf and IRL Golf

Bridging Rooms resonates with us in the VR Golfing Community so much that we want to introduce it to more golf lovers.

And this is where *you* come in. Whether you play golf at your local golf course or in the US Open, we would love to bridge our rooms and raise money for this incredible cause *together*.



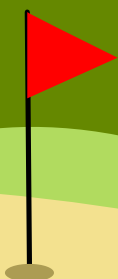
How You Can Join Us

Create teams at your golf club and compete to raise money for Bridging Rooms.



Our Gratitude

- Top fundraising teams featured in event recaps across our channels and partner channels
- Recognition as part of the founding community supporting Bridging Rooms
- Your team recognized for rallying your golf community behind the cause
- Recognition at our Virtual Reality Acknowledgment Ceremony



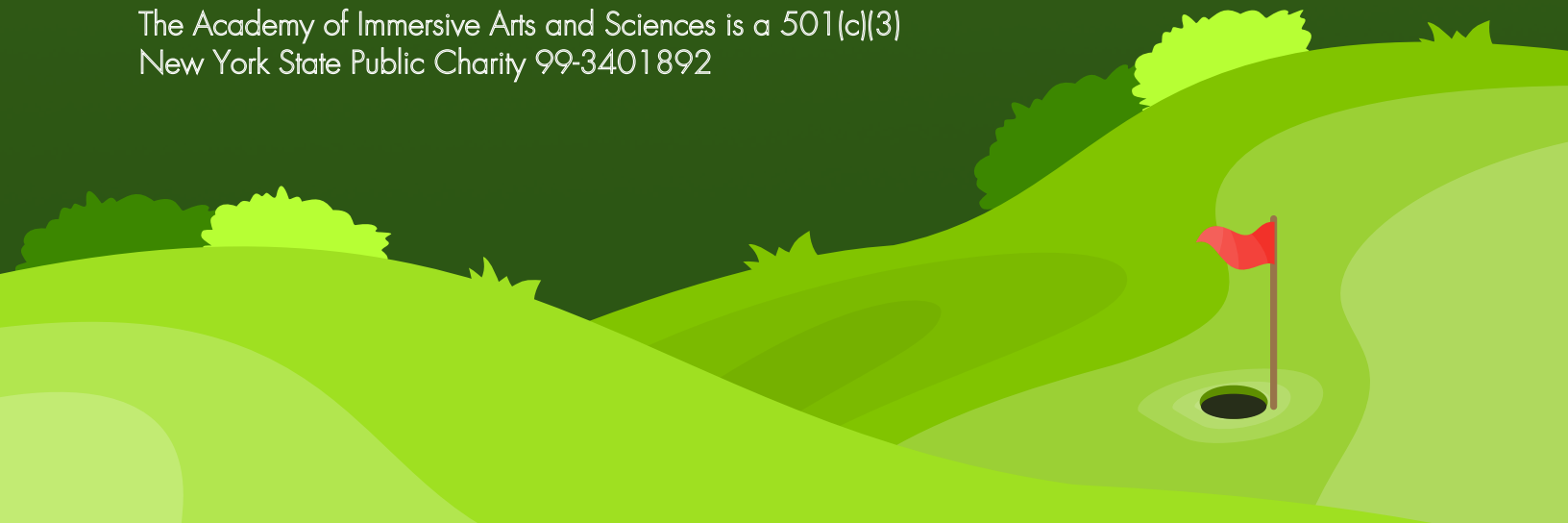


How You Can Support

Champion levels offer exclusive opportunities for recognition of your brand at the intersection of XR, community, and impact. Each level unlocks unique ways to be involved and change children's lives. To partner with us, reach out to helen.erwin@readyplayer.org

Champion Recognition	Bronze (\$1K)	Silver (\$3.5K)	Gold (\$5K)	Platinum (\$10K)	Title (\$15K)
Title Recognition & Media Mention					✓
Speaking Slot at Opening Ceremony					✓
Branded Product Built in ENGAGE				✓	✓
Featured Brand Display in ENGAGE			✓	✓	✓
Speaking Slot at ENGAGE Acknowledgment Ceremony			✓	✓	✓
Award Presented in Your Name		✓	✓	✓	✓
Logo on Event Assets in ENGAGE		✓	✓	✓	✓
Logo on Step & Repeat in ENGAGE	✓	✓	✓	✓	✓

Donations are tax-deductible in the USA.
 The Academy of Immersive Arts and Sciences is a 501(c)(3)
 New York State Public Charity 99-3401892





Team RPG



Sophia Moshasha
Co-Founder, RPG



Ben Erwin
Co-Founder, RPG



Chris Madsen
ENGAGE



Helen Lundström Erwin
Managing Director, RPG



Jon Gress
Metaverse Construction
Company



Mada deLeuw
Pixeldust



Karen Alexander
Academy Immersive



Alison Morano
Academy Immersive



Richard Ward
Founder Emeritus





Last Year's Supporters

Thank You



Gold Sponsor

Partners & Contributors



Richard Ward

Sophia Moshasha



We're committed to ensuring your support delivers lasting value—for your organization, for the XR community, and most of all for the children whose lives are changed through these programs.

Co-Founders

Richard Ward Sophia Moshasha Ben Erwin Chris Madsen

Managing Director

Helen Lundström Erwin

