

HIVE CAMPUS

PROPOSAL



Nonprofit Introduction

Charity Timeline

Just Keep Swimming

In December of 2019, we met with Boise State about partnering together for our Esports Program.

Then COVID hit, and 90% of our 500+ networking connections changed. Including our BSU contacts. With their phones & emails no longer working, we had to regroup.

2020

We get 501(c)3 status from the IRS on 9/11. A Day #WeNeverForget

2021

We started developing relationships with companies and individuals and investigating revenue sources.

2022

The Cost of leasing is too much for iGameUSA to bear alone.

2023

The 3D model of the Hive Campus is created. We Visit the Esports Trade Association's conference in Chicago







Hackfort Replay

At the HF 2023 event, our Board was renewed with support after connecting with Ryan Douglas, a Presenter based at Deep Well.

Esports Now

Due to the connections we formed with Ryan, we were able to attend the Esports Next Chicago Conference. Asked to represent Idaho, iGameUSA leads the Chapter.

In addition, for her Behind the Scenes advocacy in the Gem State, our Board President received the Rising Star Award.

Our Goals

From Idea to Instruction

In 2024, Idaho Ed Tech Teachers found the Gamer in them when they attended the IETA Conference.

700 High School Students participate with the Idaho High School Esports Association

Our Programs















ESPORTSNEXT

HIVE Campus

Unmasking the Gem State



Did you Know?

250,000

Gamers Live in Idaho

Gem State Magic

Walt Disney's Wife: Lillian Disney was born in Idaho. She helped shape Disney theme parks & cartoon designs like Mikey Mouse.

Light The Way

Philo Farnsworth had the idea in Idaho to develop the TV. Without his ideas L.E.D.s & video games wouldn't exist.

ETHICAL DEVELOPMENT SOLUTIONS



HIVE Campus

Survey Data = Commitment

Many agencies, companies, and charities are interested in partnering with us.

They need public feedback on the ideas before committing resources to acquiring a parcel and designing detailed plans.



Requesting Feedback

01. No Personal Details

We will not collect personal data like name, age, city, etc. unless you want to provide it.

O2. Public Data

The data we have will be available to you immediately after you fill out the survey.

At a later date around Fall of 2024, we will both post on our site and send a report without personal information to all public agencies. We Will not sell this data.

The Role We Didn't Want

Nonprofit Needs

WHAT IDAHO NEEDS -

- Custom Low-Cost Facilities
- Accessible to the Treasure Valley

WHAT IDAHO WANTS ————

Resident Needs

- Affordable Housing
- Bigger Social Spaces

WHERE iGameUSA Fits _____

Gamer Needs

- Offices for Programs
- # of Social Spaces in Treasure Valley



Behind the Design HIVE CAMPUS

OVERVIEWBUILDING





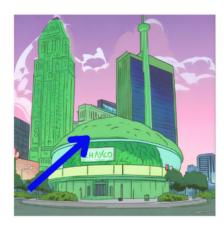
Building for





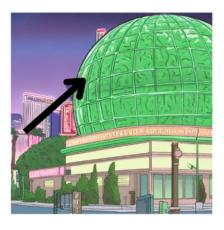


The "Brain" Valley Attraction



1. Umbrella Cover

Protects the Neurons during travel



2. Brain on the outside Inside is an LED Sphere screen

The exterior is the Neuron's Body

Interior is the information inside the Neuron



3. Pillers that stabilize the structure

Each pillar acts as a Synapse in the brain.

Construction workers who build the campus will have their names on the pillars

The

POTATO SACK Esports Arena



VERBAL COMMITTED PARTNERS



Morgan Stanley OSHI

























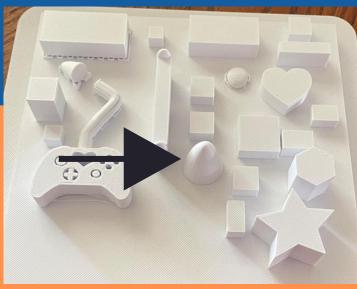










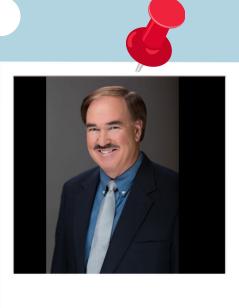


HIVE CAMPUS

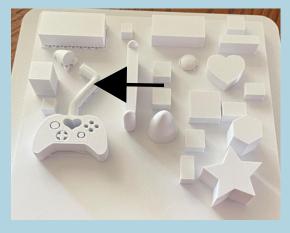
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LARRY'S CABLE TIMELINE





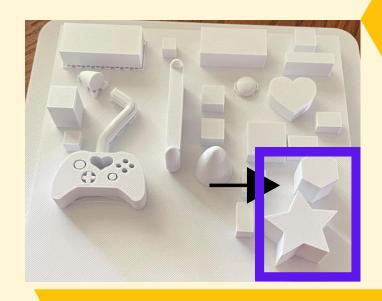
The metaverse is a conce





AFFORDABLE HOUSING

1,000-2,000 UNITS



100 ACRES







Unit SqFt

Min. 300 Average 600 Max. 1000

Studio w/ Storage Unit (Fits 4 People)



Unit Features

- Shower Recycler System
- Bidet Toliet Combo
- Full Kitchen but Smaller Size
- Movable Modular Storage/Furniture
- Sound Proof Insulation Padding
- Solar Powered Blinds w/Charging Station
- Small Calming Room for Pets/kids

2 Story Studio Unit (Fits 5 People)

