

IDAHO

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 95% of our 500+ members were laid off. We were no longer working, we had to regroup.

2020

We got 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 and supported after connecting with Ryan O'Connell of Pro Game Board of Deep Well.

Esports Now

Due to the connections we formed with Ryan, we were invited to participate in the Esports Conference. Asked to represent Idaho, iGameUSA leads the Charge. 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 from across the state will be invited to attend the IETA Conference.

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



HIVE Campus

Unmasking the Gem State



Did you know?
250,000
Gamers Live in Idaho

Gem State Magic
Well, Darany's Wilks-Lillian Darany was born in Idaho. She helped shape Darany Home parks & cartoon designs like Philo Framework led the idea in Idaho to develop the TV. Without his ideas LE.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 creating a final 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.

Public Data

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

The Role We Didn't Want

Nonprofit Needs

- Customized Our Facilities
- Accessible to the Treasure Valley

Resident Needs

- Affordable Housing
- Bigger Social Spaces

Gameer Needs

- Offices for Programs
- Affordable Housing in Treasure Valley

TREASURE VALLEY GAMER CAMPUS GUIDE

IDAHO

AFFORDABLE HOUSING

1,000-2,000 UNITS

100 ACRES

TINY HOME LIVING UNITS

Unit Sqft

- Min. 300
- Average 600
- Max. 1000

Studio w/ Storage Unit (Fits 4 People)

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

Unit Features

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

LARRY'S CABLE TIMELINE

HIVE CAMPUS

The metaverse is a conce

IDAHO NONPROFIT CENTER

Behind the Design HIVE CAMPUS BUILDING PLANS

Building for the Future

CAMPUS REGIONS: BLUE GROUP A, BLUE GROUP B, GREEN GROUP C

White Water Bands

Boaters, Birds, Bikes & Trucks

Griffin, Land Management & Local Jobs

Time, Tourism, Transportation, Technology, STEAM Technology

Agriculture

Fishing

Hiking

Mining

Campus Landmark

Idaho's Las Vegas Inspired Mental Health Tribute

The "Brain" Valley Attraction

- Lumbaria Cover**
Protects the Neurons during travel
- Brain on the outside**
The exterior is the Neuron's body
- Pillars that stabilize the structure**
Each pillar acts as a Synapse in the brain.

Information inside the Neuron

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

POTATO SACK

FAMILY ESPORT TRAINING CENTER

VERBAL COMMITTED PARTNERS

2023

GAMING PROFESSIONS

Game Development

- AI
- Engine
- Gameplay
- Graphics
- Localization
- Network
- Physics
- Rendering
- Tools
- UI

Art

- 2D
- 3D
- Character
- Concept
- Creative Direction
- Direction
- Environment
- Lighting
- Model
- Prop
- Technical
- Texture
- UI
- VFX
- Vehicle
- Weapon

Software Engineering

- AI
- Backend
- Cloud
- Data Analysis
- DevOps
- Frontend
- Full Stack
- Mobile
- Project Management

Broadcast

- Camera Operation
- Floor Management
- Graphics
- In-game Observation
- Lighting
- Producing
- Replay Operation
- Scriptwriting
- Sound Engineering
- Stream Engineering
- Studio Management

Content & Media

- Cinematography
- Copy Editing
- Game Capture
- Graphic Design
- Journalism
- Motion Design
- Photography
- Scriptwriting
- Translation
- Video Editing
- Videography

Human Resources

- Compensation & Benefits
- Diversity & Inclusion
- Employer Branding
- Health & Safety
- Recruitment
- Training & Development
- Wellness

Education

- Lecturing
- Program Development
- Program Management
- Safeguarding
- Teaching

Game Design

- Combat
- Economy
- Interaction
- Level
- Monetization
- Multiplayer
- Narrative
- Quest
- Sound
- Systems
- Technical
- UI
- UX
- World

Animation

- 2D
- 3D
- Cinematics
- Gameplay
- Motion Capture
- Particle
- Programming
- Rigging
- Technical

IT

- Cyber Security
- Network Engineering
- System Administration
- Technical Support

Talent

- Agency
- Casting
- Content Creation
- Hosting
- Interviewing
- Management
- Playing
- Screen Acting
- Streaming
- Voice Acting

Competitive

- Coaching
- Fitness
- Nutrition
- Performance Analysis
- Physiotherapy
- Playing
- Psychology
- Refereeing
- Scouting
- Team Management

Commercial

- Account Management
- Advertising Operations
- Business Development
- Customer Service
- Ecommerce
- Manufacturing
- Monetization
- Partnerships
- Procurement
- Product Design
- Product Management
- Retail
- Sales
- Sponsorships
- Ticketing

Administrative

- Executive Assistance
- Facilities Support
- Office Management
- Personal Assistance
- Reception

Game Production

- Game Direction
- Live Operations
- Product Management
- Project Management
- Prototyping
- Publishing
- Release Management
- Storyboarding
- Studio Management

Audio

- Composition
- Design
- Engineering
- Programming
- Sound Direction

Quality Assurance

- Analysis
- Automation
- Certification
- Compatibility
- Compliance
- Engineering
- Interruption
- Performance
- Platform
- SDET
- Submission
- Testing

Events

- Audio Visual
- Catering
- Customer Service
- Emergency Services
- Equipment Management
- Facilities Management
- Hospitality
- In-game Observing
- Logistics
- Security
- Technical Engineering

Marketing

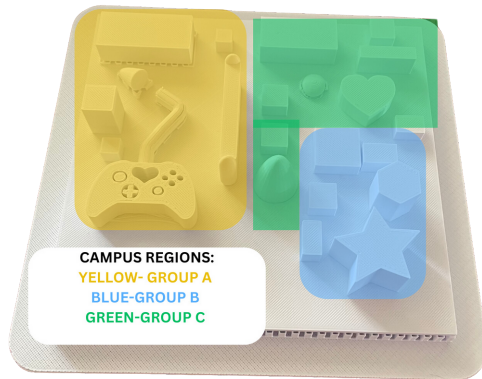
- Brand
- Community Management
- Copywriting
- Digital
- Email
- Influencer
- Product
- Project Management
- Public Relations
- Social Media
- User Acquisition

Finance & Legal

- Accounting
- Analysis
- Auditing
- Compliance
- General Counsel
- Licensing
- Mergers & Acquisitions
- Payroll
- Tax

Research

- Academic
- Consumer
- Data Entry
- Market
- UX



SUSTAINABLE DEVELOPMENT GOALS

17 GOALS TO TRANSFORM OUR WORLD





VOLUNTEERS NEEDED

**Speciality

***Board Member

We Need Help With

- | | | |
|---|---|--------------------------------------|
| <input type="radio"/> Marketing | <input type="radio"/> Curriculum Design | <input type="radio"/> Legal |
| <input type="radio"/> Artists | <input type="radio"/> STEM Engineering | <input type="radio"/> Accounting |
| <input type="radio"/> Social Media Moderators | <input type="radio"/> Software Design | <input type="radio"/> Grant Writing |
| <input type="radio"/> Photographer | <input type="radio"/> Video Production | <input type="radio"/> Music Producer |

Rewards for Volunteering

- Bumper Stickers for Family & Friends
- Forum Badges & Name on Website
- T-Shirts & Cool Gear
- Trade Show Experience
- Networking with Industry Leaders



Who Can Help:

- Youth (<15 Parent Permission; 8-13 Req Adult)
- Teens 16+
- Adults
- Groups (School, Church, After School Programs, Employees)



Have Questions? Email us at
igameusa@gmail.com

Or Visit:

www.igameusa.com

SCAN TO SIGN UP