



Games for Change Unveils Special Award Honorees – Twitch Receives Giving Award and Minecraft Spotlit for Industry Leadership Award

Alyssa Sweetman Named the 2024 Games for Change Vanguard Recipient; Venba to Accept the Inaugural Indie Breakout Award

NEW YORK (June 6, 2024) – Today, Games for Change (G4C), the leading global advocate for the power of games as drivers of social impact, announced the recipients of the 2024 Special Award Honorees for the [2024 Games for Change Festival](#). These awards recognize the exceptional contributions of individuals and organizations in the gaming industry who have made significant strides in driving positive change through their work.

Joining the previously announced 2024 Vanguard Winner Alyssa Sweetman, Minecraft will receive the Industry Leadership Award, Twitch will be honored with the Giving Award and Venba will accept the inaugural Indie Breakout Award. These honorees exemplify the transformative potential of games and their ability to inspire, educate, and make a difference in the world.

"For more than 20 years, Games for Change has been convening the most passionate and innovative minds in the gaming industry dedicated to making a positive impact on society," said Susanna Pollack, President of Games for Change. "This year's recipients inspire the entire gaming community to harness the medium's potential for fostering empathy, driving social change, and making the world a better place."

The G4C Special Award Winners

Industry Leadership Award: Minecraft

The G4C Industry Leadership Award recognizes companies doing exemplary social impact work within the game industry. [Minecraft](#), the revolutionary sandbox game created by Mojang Studios, has been awarded this honor for its unparalleled influence on the gaming landscape over the past 15 years. With its open-world format and limitless creative potential, Minecraft has empowered millions of players worldwide to build, explore, and collaborate in ways never before imagined, leaving an indelible mark on the industry and showcasing the boundless creativity of its players.

G4C Giving Award: Twitch

The G4C Giving Award honors companies, organizations, and individuals who contribute through community initiatives, fundraising, scholarships, and donations. [Twitch](#), the world's leading live-streaming service, has been recognized for its instrumental role in driving real-world change through its innovative charity tools for creators. The Twitch community has raised



millions for various charitable causes, demonstrating the service's commitment to rallying its users to support a wide range of causes and organizations, amplifying its impact on a global scale.

G4C Indie Breakout Award: Venba

The G4C Indie Breakout Award celebrates a studio's first game, demonstrating outstanding innovation in bridging entertainment and commercial success with real-world impact. [Venba](#), the recipient of this year's inaugural award, has been honored for its meaningful and authentic representation of the immigrant experience. By addressing important issues of cultural identity through innovative gameplay mechanics and a thought-provoking narrative, Venba exemplifies the power of games to create awareness, foster empathy, and bridge the gap between entertainment and real-world impact.

Vanguard Award: Alyssa Sweetman

The G4C Vanguard Award is given annually to a notable individual who has made extraordinary contributions to the gaming community. Alyssa Sweetman has been recognized for her leadership in driving real-world change through her dedication to charity fundraising and social impact. From establishing Gallant Gamers to her impactful work at Twitch, Sweetman's journey showcases her commitment to fostering inclusivity and positive change within the gaming industry, aligning perfectly with the values and goals of Games for Change.

These notable winners will be recognized at this year's Games for Change Awards Ceremony hosted by actress Anjali Bhimani, well known for her roles in Overwatch, Apex, and Critical Role's Candela Obscura. The 2024 G4C Awards Ceremony will take place live at the annual Festival in New York on June 27.

ABOUT GAMES FOR CHANGE

Since 2004, Games for Change (G4C) has empowered game creators and innovators to drive real-world change, using games and immersive media that help people learn, improve their communities, and contribute to making the world a better place. G4C partners with technology and gaming companies, nonprofits, foundations, and government agencies to run world-class events, public arcades, design challenges, and youth programs. G4C supports a global community of game developers using games to tackle real-world challenges, from humanitarian conflicts to climate change and education.

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Editorial Contact: g4c_team@zebrapartners.net

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