



The Multiplayer Foundation

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Problem

Social isolation is on the rise. Societal dangers — risks that put everyone in jeopardy — are becoming ever more present. There needs to be an engaged, modern movement that's dedicated to making sure no one feels alone.

Solution

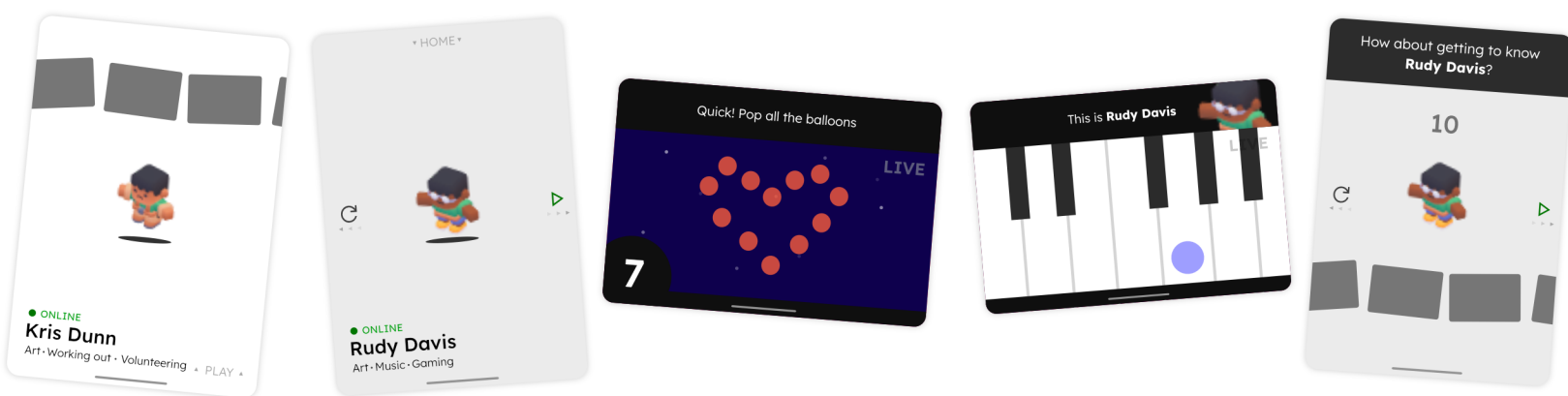
The Multiplayer Foundation takes advantage of technology to foster meaningful connections and bring an end to the loneliness epidemic. We drive **engagement** through innovation, **advocate** for a social environment, and **support** others for a great mental health.

Revenue model

We make money through our individual subscriptions, school and workplace collaborations, and merchandise sales. We'll also seek corporate grants. We'll use it to recoup costs, but we'll primarily reinvest it into the community with mental health and community services. For more information, see the cash flow statement on the website.

Example project: Blitz Meet

Our new game for people to meet someone they can relate to in 30 seconds or less.



Founder



Christian Toney
Software engineer and active contributor

