



## **Level 2024: Annual Report**

Dynamic Coalition on Gaming for Purpose

## Introduction

The Dynamic Coalition on Gaming for Purpose (DC-G4P) has made significant strides in leveraging gaming and gamification to drive engagement, participation, and impact in global policy discussions. The year 2024 saw the successful execution of key initiatives and fostering collaboration between industry leaders, academic institutions, and developer communities.

### Our Mission

With the emergence of gaming in Web 3.0, it is time to shift gaming from a primary source of entertainment to a tool that serves a broader purpose. DC-G4P is leading a growing movement that integrates gaming into real-world problem-solving and social impact initiatives.

## 2024 Impact at a Glance



Community

**60+**

Discord members



People  
reached

**22,800+**

Impressions on  
Hack4Purpose



Events

**4**

Major initiatives  
launched



Partners

**4+**

Organizations  
collaborating

## Gaming for Purpose: Vision

### Redefining Gaming in the Web 3.0 Era

Traditionally seen as mere entertainment, gaming is now a core component of many applications through gamification, often unnoticed by users.

Purpose-driven games can be informative, engaging, and impactful.

Gaming has evolved from being classified as a mental disorder by WHO in 2019 to being FDA-approved as a treatment for ADHD.



## Strategic Action Plan



### Awareness & Outreach

Promote awareness across regions and sectors



### Industry Leadership

Bring together leaders in Web 3 and gaming



### Knowledge Sharing

Organize workshops with industry leaders



### Innovation Catalyst

Foster debates on integrating gaming



### Industry Transformation

Transition to purpose-driven solutions



### Policy Advocacy

Advocate for gaming in policy discussions

## Level 2024 Key Initiatives: Hack4Purpose

### A Hackathon for Impact

- 29th March 2024, IIT Delhi (Techfest Tryst 2024)
- Organized with AISquare Studio, Health Parliament, and Kalyan Jewellers
- Over 22,800 impressions, 628 teams registered
- Focus areas: Gaming for Purpose, Digital Health, Smart Jewellery

 [View Event Report](#)





## Level 2024 Key Initiatives: Avartan & Masterclass



### Avartan 2025

Startup Summit at NMIMS Navi Mumbai focused on fostering entrepreneurial spirit amongst youth.



### Robotics Masterclass

Featuring Abhishek Sahasrabuddhe on the future of Robotics and AI across sectors, and how to adapt to the shift with increasing AI adoption and automation.



## Level 2024 Key Initiatives: G.A.M.E. Platform



### **Gamifying Activities, Measuring Engagement**

Our innovative platform (currently in beta) designed to increase participation and accountability of Dynamic Coalitions through gamification.

- Leaderboards and points systems
- Gamifying IGF participation
- Quantifiable engagement metrics





## Level 2024 Key Initiatives: Happiness Survey

### **Mental Health Research Initiative**

A research initiative aimed at assessing happiness among youth to develop gamified approaches to enhance mental well-being.

- Collaboration with DC-Digital Health
- Data-driven insights into youth mental health
- Focus on gamified mental wellness solutions



## Our Partners (Level 2024)

Working together with industry and community stakeholders to drive innovation and impact:



## Future Roadmap

Building on our foundation, DC-G4P is committed to expanding its impact through these strategic initiatives:

**Q3 2025**

### **Gamification Framework**

An open-source framework for organizations to gamify their operations efficiently.

**Q4 2026**

### **G4P Assistant**

AI-powered chatbot for implementing gamification strategies.

**Q1 2026**

### **Global Hackathon Series**

Expanding Hack4Purpose to international locations.

## Covered Action Items

The following action plan items were successfully covered in 2024:



Organized online and offline workshops  
(Masterclass on AI & Robotics)



Hosted conferences/group discussions  
(Hack4Purpose, Avartan 2025)



Raised awareness of Gaming for Purpose through  
major events



Published impact-driven research on mental  
health & gaming (Happiness Survey 2025)



Expanded gaming-based solutions into  
education & healthcare through hackathon  
projects



Developed a structured impact measurement  
framework (G.A.M.E)

## Conclusion & Acknowledgements

The first year of DC-G4P has demonstrated the significant potential of purposeful gaming to address global challenges. Through collaborative efforts across sectors, we have created meaningful impact and laid the groundwork for continued growth.

We extend our sincere gratitude to all stakeholders who have contributed to our mission: our coalition members, partners, volunteers, and the broader gaming community.

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Dynamic Coalition on Gaming for Purpose

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