



Dream Faith
F O U N D A T I O N

"If you can dream it, you can do it!"

DREAMFAITH FOUNDATION
Engineering and Gaming Workshops



Agenda

- ***Organizational Overview***
 - About Dreamfaith
 - Mission/ Vision
- ***Gaming System Types***
- ***Gaming Industry***
 - Industry Comparisons
 - Financials
 - Statistics
- ***Workshop Details***
- ***Successful Events***
- ***Video*** (Approx 3-4 Minutes)





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Community Outreach Empowerment
Scholarships Prison Outreach
Sport Camps Literacy School Supplies
Food Drives
Mentoring Engineering Workshops

Dreamfaith Vision

The Dreamfaith vision is to empower Americas youth and adults by equipping them with the necessary tools to victoriously overcome life's challenges, passionately pursue their dreams and intelligently plan for success

For More Information, visit www.dreamfaith.org OR find us on [facebook](#)

Mission & Vision



Mission

- Our mission is to provide empowerment programs such as mentorship programs, prison outreach, etc... that will increase effectiveness academically, emotionally and socially for youth and adults of all ethnicities, genders and class-levels.

Vision

- The Dreamfaith vision is to empower Americas youth and adults by equipping them with the necessary tools to victoriously overcome life's challenges, passionately pursue their dreams and intelligently plan for success.



Gaming System Types

Consoles



Wii- 95 Million Units



Xbox- 67 Million Units



PS3- 64 Million Units

Portable Gaming



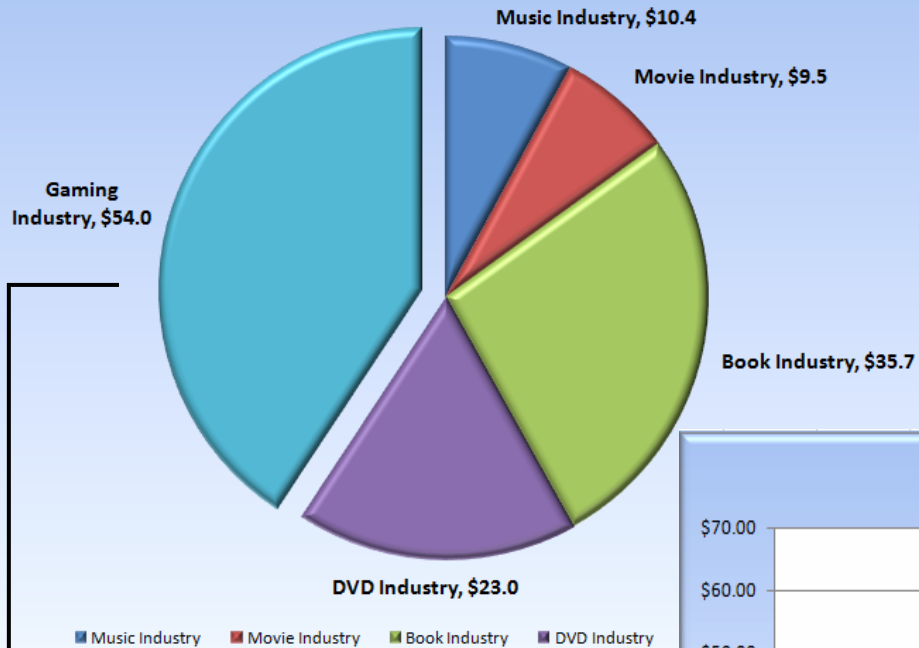
I-Pad 55 Million Units

PC Gaming

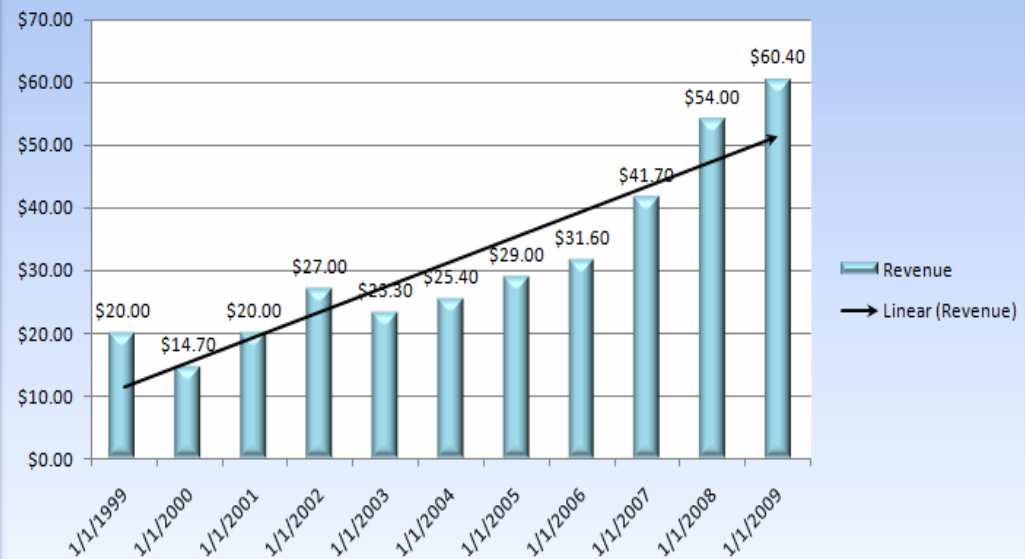


Entertainment Industry Comparison

Entertainment Industry Global Revenue 2008 (billions)



Global Gaming Revenue by Year (Billions)



Statistics

- 190 million households will use a next-generation video game console in 2012
- 65% of American Households play video games on their console or computer.
- The average age of the game player is 35
- 60% Male, 40% Female
- 22% of gamers play video games online
- Computer and video game companies employs more than 200,000 people in the US alone.
- The average salary for employees is \$92,300
- Thirty-six percent of heads of households play games on a wireless device, such as a cell phone or PDA, up from 20 percent in 2002
- Chicago Tribune predicted the global industry will hit \$64 Billion this year.

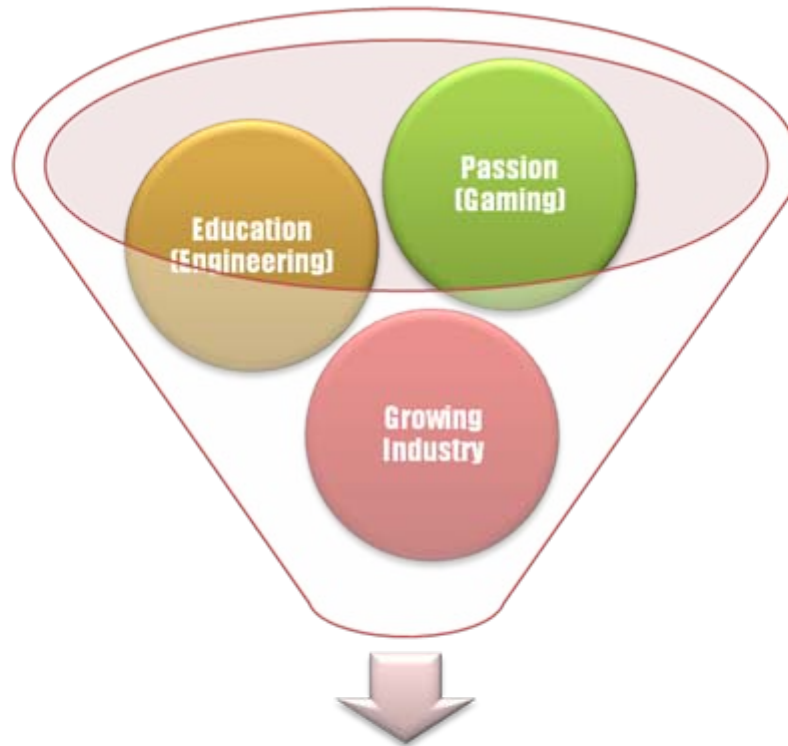
Interesting Fact

- Halo 3 sold through 1.8 million copies during the first 8 hours of release. Biggest Day in US Entertainment History with \$170 Million in Sales in one day.
- This was recently surpassed by Ipad 3 (3 Million in 3 days)

-Sources- M2 Research, games.terra.com, arstechnica.com, AGA



Building the Bridge



OPPORTUNITY FOR SUCCESS!!
Engineering and Gaming Workshops



Eng/Gaming Workshop Overview



"A great teacher is some one who makes goodness attractive"
~John Trimble



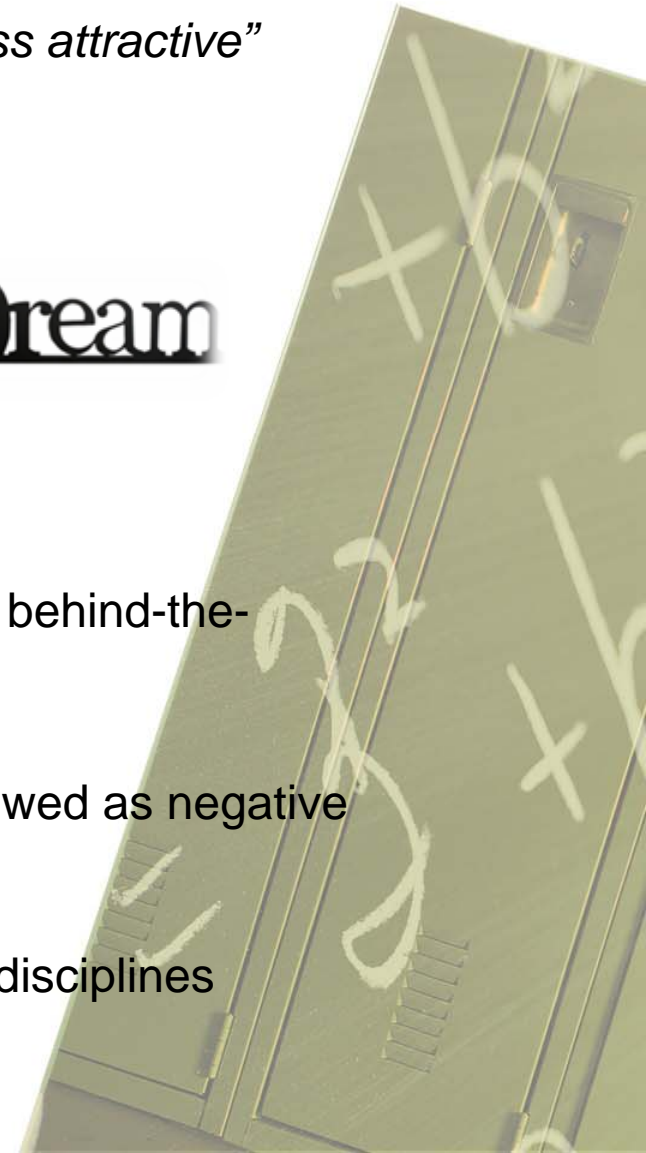
Dream

Engineering and Gaming Workshop:

- A hands-on engineering workshop that provides a behind-the-scenes look into the gaming industry

Goals:

- Show a positive side to an industry that can be viewed as negative
- Provide hope, visions, dreams
- Expose kids to the business side of gaming
- Communicate how different types of engineering disciplines
- Educate kids on careers in the gaming industry



Workshop Content Example

- Software Engineering-
 - The design, development and testing of the software and systems that make computers or anything containing software, work.
 - Examples:
 - Game Development
 - Computer drivers
 - Operating Systems (Windows 7)
 - Applications (CD Burning SW)
 - Software Test Tools
 - Bios Development
 - Programming



Is SE Right for you?

Creative, Enjoy problem solving and testing, enjoy gaming, curious about how games or programs work

Successful Events

Steve Harvey Mentoring Weekend



Austin Science and Engineering Festival



NSBE Freshstart



.... And Many More (Schools, Summer Camps, etc...)



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Thank You!

