

**SPONSORSHIP PROPOSAL FOR UNDERSTANDING SHADOWS:**

**A Domestic Violence Simulator**

**Educating, Empowering, and Advocating for Change**

**SOFT LAUNCH DATE:**

**OCTOBER 12, 2024**

**4PM-8PM**

**SYCAMORE & OAK: 110 OAK DR. S.E.**

**WASHINGTON, DC 20032**

**INCAPABLEBONDAGE.ORG**





# Project Overview

## Who are we

Incapable Bondage T.H.R.I.V.E. was founded in 2019 as a thought with our founder, Katrina Carter. She knew with what she had experienced in the past, had to be other women out there experiencing the same things. We have helped over 25 women with providing a safe to speak about their trauma and healing from domestic violence. The one thing that stood out in each story was, there just wasn't enough resources especially within the justice system, so that was one reason they all stayed.

## Introduction

What is the Domestic Violence Simulator? It is an educational tool designed to raise awareness about domestic violence by simulating scenarios that helps users understand the complexity and realities of abuse. The purpose of such a simulator is to educate people about the warning signs of domestic violence, the psychological impact on victims and the importance of intervention and support.

## Impact

The domestic violence simulation will have a profound impact by serving as a powerful educational tool that fosters empathy, awareness, and proactive intervention. By immersing users in realistic scenarios, the simulation helps them understand the complexities of domestic violence, recognize the often subtle signs of abuse, and appreciate the difficult decisions victims face. This experiential learning approach will empower users—whether they are community members, educators, or professionals in law enforcement and social services—to better identify and respond to domestic violence situations. Ultimately, the simulation aims to inspire change, encouraging individuals to take action, support victims, and contribute to breaking the cycle of violence in their communities.

## Goals

The primary goals of the domestic violence simulator are to educate and raise awareness about the realities of domestic violence, empowering users to recognize and respond to signs of abuse effectively. By simulating real-life scenarios, the tool aims to build empathy, helping users understand the emotional and psychological impact on victims. Additionally, the simulator seeks to provide practical knowledge on intervention strategies and available resources, enabling users to take informed, compassionate action whether as bystanders, professionals, or community members. Ultimately, the goal is to foster a more informed and proactive community that is committed to preventing domestic violence and supporting those affected by it.

# SPONSORSHIPS



## **Platinum Sponsorship: \$3k**

- Prominent branding on the simulator and all related materials.
- Acknowledgment in press releases and media appearances.
- Opportunity to feature educational content or a message from the sponsor within the simulator.
- VIP access to events and webinars.
- Exclusive networking opportunities with other key stakeholders.

## **Silver Sponsorship: \$1K**

- Branding on the simulator's promotional materials.
- Inclusion in sponsor recognition sections.
- Mention in newsletters and promotional content.
- Invitations to webinars and select events.

## **Gold Sponsorship: \$2K**

- Branding on the simulator and select promotional materials.
- Mention in press releases and newsletters.
- Option to include the sponsor's message in a key section of the simulator.
- Access to VIP events and webinars.

## **Bronze Sponsorship: \$500**

- Branding on select promotional materials.
- Recognition in newsletters and website sponsor section.
- Invitations to webinars

# **Sponsor Benefits & ROI**

## **Why Sponsor This Initiative?**

1. **Brand Alignment:** Align your brand with a critical social issue and demonstrate corporate social responsibility.
2. **Visibility:** Reach a broad audience including educators, NGOs, government agencies, and the general public, community.
3. **Impact:** Contribute to meaningful change by supporting education and prevention efforts.
4. **Public Relations:** Positive PR opportunities through association with a cause that resonates deeply with communities.

## **Expected Reach:**

Within the first year we estimate reaching 5,000 users which include educational institutions, workers, law enforcement personnel, students, community members and organizations that will engage with the simulator through targeted outreach and training programs. As awareness grows, the reach could expand significantly in subsequent years. Also we will reach Media coverage, social media engagement, and community outreach efforts.

**Join us in revolutionizing the fight against domestic violence by empowering thousands with knowledge and tools to break the cycle of domestic abuse**

**Your sponsorship saves lives and transform communities.**

***CLICK HERE*  
TO START THE CONVERSATION**

**Thank you for considering the opportunity  
to support the simulator and the cause it represents.**

