



Gaming for Giving (Patent Pending) App/Widget

SPECIFICATION

Gaming Platform for Fulfilling Corporate Charitable Donations

(or *Gaming for Giving* App/Widget or GFG)

TECHNICAL FIELD

[0001] The present disclosure relates to Online Gaming, Gaming Systems, Gaming Platforms, and the automation of corporate charitable giving thereby.

BACKGROUND

[0002] Some electronic games have **Point Score Totals** which show the tally of a **Player's** success. If the **Scoring System** of a **Game** is **Secure**, it is protected in order to be **Un-hackable; Hackers**, or unwelcome, external **Coders (authors of code, or developers,)** cannot change **Point Score Totals**. **Player's Points** can be converted into dollars (or to other online currencies, like **Bitcoin**) which have been pledged by **Corporations** as part of their **Charitable Giving**, and the **Currency** will be delivered to **Charity** which the player selects from a list. **Educational Games** provide education for the game **Player, Promotion** for the **Corporation** and the **Charity**, as well as a beneficial reason for the **Player** to spend time playing **Electronic Games**. Ideally, whether *Gaming for Giving App* is a **Widget** (or small, self-contained process that works in conjunction with, or on top of another Program) attached to a **Game**, or a collection of Games itself, the widgets and games will be able to function on multiple **Platforms** (types of electronic gaming machines,) machines, websites, or systems where **Games** live.

SUMMARY

[0003] In accordance with example embodiments of the present disclosure *Gaming for Giving App* (GFG) turns online gamers' point score totals in dollars, donated by corporations as part of their charitable giving and delivers those dollars to charities selected by the gamers. GFG may, in lieu of point score totals, turn time spent in a game into dollars that are provided by corporate charitable giving and deliver the funds to charities selected by the player.

GFG conveys the funds from the corporations to the charities or it may deliver information only in the form of pledges from corporations to charities.

GFG when resident in a game will be visible as an on-screen "widget" which displays:

- the *Gaming for Giving App* logo
- the player's username
- point score total
- giving corporation (with logo clickable to corporation's website)
- receiving charity (with logo clickable to charity's website)
- amount of currency being donated
- type of currency (could be dollars, bitcoin, other currencies)

GFG functions by allowing several databases to communicate. Databases include:

- Gamer Information: username, charity preferences by category, charity preferences by charity name, points earned, hours of game play earned, dollars donated, recipients by amount,
- Corporate Giving Information: corporation name, corporation account number, logo, hyperlink, giving preferences Charities, giving preferences Charitable Categories, date range of donations, available donation amount by charity, available donation

amount by category, amount donated by charity, amount donated by date, amount donated total, contact phone, contact email, accounts payable address, active/inactive state

- Charitable Organization Information: charity name, charity registration number, charity logo, charity description (100 words or less) charity website, charity account payable address, donations special instructions for payment by pledge and via GFG, contact phone, contact email
- Gaming for Giving App Accounts Receivable: transaction date, % of donation (fee), total transaction amount, fee to GFG amount, corporation name, corporation account number, receiving charity

Behaviors

When gamers register, they select the charities or charitable categories to which they want the corporate dollars to be donated. Gamers scroll lists of charities and can click to discover more about each charity, or just rollover name or logo for roll-over tooltip description.

When corporations register, they set their log-in credentials, then designate the charity names or charitable categories they will donate to, the date range of the donation, the amount of the donation, the mode of fulfillment (Pledge = mailed check/or Online Payment,) and agree to terms of agreement.

When charities register, they set their log-in credentials, provide contact information, then designate the charitable categories to which they belong, the mode of fulfillment they require (Pledge = mailed check/or Online Payment,) special payment instructions, and agree to terms of agreement.

When the amount of the corporation's specific gift to an individual charity or charitable category expires (is completely donated,) the corporation is no longer *active* in the choose-able database and the corporation's contact email receives a message including gift/s history. They remain in an *inactive* state until they create another donation.

If a charity that exists in the Corporations List of Available Charities has not been selected by one or more Corporations as a beneficiary, or, if that Charity is not a part of a Giving Category, then that Charity will have an INACTIVE state so it will not appear in Gamer's list of Charities.

GFG as a Promotional Cost and a Benefit

GFG is a promotional cost to corporations, and a means of promotion for corporations and charities.

GFG makes electronic games more attractive by lending them a beneficial quality beyond recreation.

Gaming for Giving App Website & Online Community

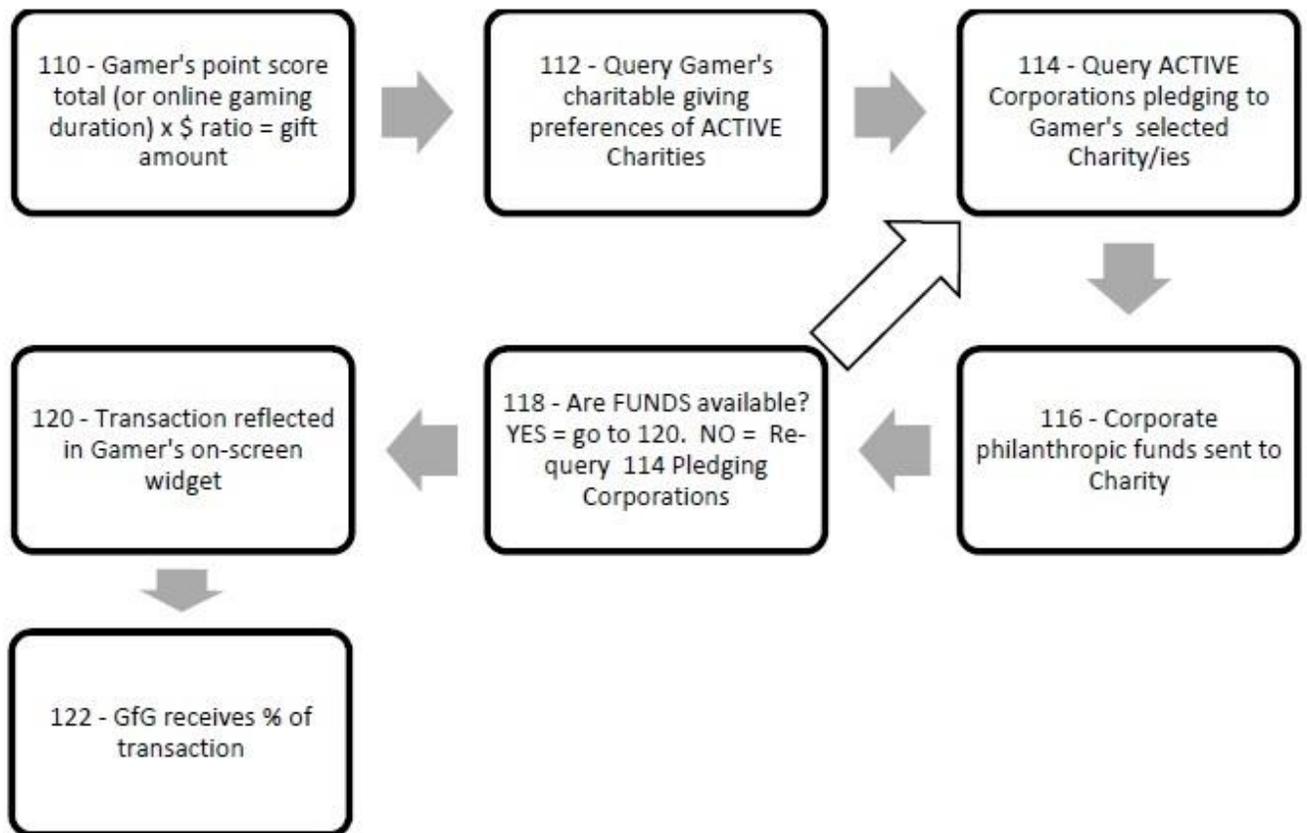
The GFG logo in the on-screen widget is clickable to go to website, which contains lists of donors, charities, and possibly gamers. It may have superlatives and featured charities and corporations. It may also have an online community.

Other objects and features will become apparent from the following detailed description considered in conjunction with the accompanying drawings. It is to be understood, however, that the drawings are designed as an illustration and not as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0004] To assist those of skill in the art in making and using the disclosed invention and associated methods, reference is made to the accompanying figures, wherein: *Example figure descriptions follow:*

[0005] FIG. 1 is a flowchart that illustrates the information flow in the GFG process. (See FIGURE 1 document.)



DESCRIPTION

[0006] Referring to FIG. 1, the Gamer's point score total (or online gaming duration) is multiplied by the ratio of dollars (or currency units) to points, thus calculating the gift amount, 110. The software consults the Gamer's charitable giving preferences, 112, selecting the Charity to receive the funds. The software then consults the Corporations Information database to query which Corporations are pledging funds to the Gamer's selected Charity/ies 114. An ACTIVE Corporation is selected, and philanthropic funds sent to Charity 116. System asks, Are FUNDS available? If YES, go to 120 or if NO re-query 114 (Pledging Corporations who are giving to Gamer's Charity selection) 118. Successful Transaction reflected in Gamer's on-screen widget 120. Gaming for Giving App receives a % of each successful transaction 122.

[0007]

One skilled in the art understands that there are many types of games and gaming platforms and that a process designed for Sony Playstation game may also be used on a Smartphone gaming app, or the like." In this way, we don't have to make an entire set of drawings for the process functionality within each type gaming platform, but we still cover the invention for those uses.

ABSTRACT

[0008] The present disclosure is a description of an application, widget and suite of games designed that allow gamers to turn their game points (or gameplay duration) into representative dollars which corporations then give to charities that the gamers want to support. It is a way for corporations and charities to promote themselves, and it is a way for gamers to learn something about the world while they play electronic games. It is a way for electronic games to be more attractive to buyers in that they can be beneficial to the welfare of people.