

Title	Tech for Troops	06/20/2025
	by Mark Casper in Impact 100 Richmond Grant Application (2025)	id. 50872604
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Original Submission	06/20/2025
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Score	n/a
1. Name of Organization	Tech for Troops
2. 501C3 Number	47-1465185
3. Geographic Area(s) Served:	Chesterfield County City of Richmond Goochland Hanover Henrico Powhatan
4. Application Contact Name:	Mark Casper
5. Application Contact Phone Number:	+18045217979
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7. Organization Website (if applicable):	https://techfortroops.org/
8. Organization Executive Director/CEO Contact:	Mark Casper

9. Organization Executive Director/CEO Phone Number:	+18045217979
10. Organization Executive Director/CEO Email:	mcasper@techfortroops.org
11. What is your highest rating on GuideStar (we recommend at least Gold):	Platinum
Provide a link to your GuideStar organizational profile, if applicable.	https://app.candid.org/profile/9366801/tech-for-troops-47-1465185
12. Please confirm that the following grant criteria are met by the applicant:	Organization has an annual operational budget above \$250,000. Organization has been in existence for 36 months or longer, and is currently in good standing in the state where the entity was formed. Project will serve needs in the City of Richmond and/or the surrounding counties (Chesterfield, Goochland, Hanover, Henrico, and Powhatan). Funds will be utilized within 12 - 18 months, and the program/project has demonstrated sustainability following the use of Impact 100 Richmond funds.
13. Select ONE of Impact 100 Richmond's focus areas where your proposed work best aligns:	Health & Wellness
14. Summary: Provide 1-2 sentences that summarize your specific funding request and the goal of this project or program effort?	T4T seeks funding to expand our Game Corps Wellness Hub using gaming and peer support to prevent Veteran suicide and build mental resilience.

15. Organization: Briefly describe the history and mission of the organization.	Game Corps, a program of Tech For Troops, was launched in 2023 in response to the growing mental health crisis among U.S. Veterans and active duty military. As a national nonprofit founded in 2014, Tech For Troops empowers under-resourced Veterans and their families through digital skills training, refurbished technology, and workforce development. Recognizing that traditional approaches to suicide prevention were missing critical outreach opportunities—especially for younger and isolated Veterans—Tech For Troops created Game Corps to meet Veterans where they are: online. Game Corps leverages in person events and gaming platforms like Twitch and Discord to build a safe, peer-led mental wellness community. Veterans can connect, decompress, and receive emotional support in a space that feels familiar and nonjudgmental. Since its inception, Game Corps has directly saved 21 lives, provided thousands of hours of engagement, and helped Veterans facing PTSD, depression, and isolation reconnect with others who understand their experience. Game Corps is not just entertainment but it’s therapeutic engagement, digital inclusion, and suicide prevention wrapped into one. Our mission is to eliminate Veteran suicide by creating community, purpose, and mental health support through gaming and technology.
16. Community Need: Describe the community need(s) that the program/project will address.	The suicide rate among Veterans and active duty military remains significantly higher than the general population. Many suffer in silence due to stigma, lack of access to care, or feelings of disconnection after military service. Traditional methods are not reaching everyone—especially younger Veterans and those outside of urban areas. Game Corps was created for those Veterans who are unlikely to walk into a therapist’s office—but will log into a game, a Discord chat, or a Twitch stream. This initiative builds community in the Veteran language—through gaming, mission-driven peer support, and digital empowerment. Veterans talk, connect, heal, and save each other’s lives. This is not a theory; it is a proven and growing success.

17. Community Need: Describe how a \$100,000 Impact 100 Richmond grant for this program/project would be transformational for your organization and/or the community.	A \$100,000 Impact 100 Richmond grant would be truly transformational for Game Corps and the Greater Richmond Veteran community. This funding would allow us to build the first Veteran Digital Wellness Hub in the region—a safe, tech-enabled space where at-risk Veterans can receive peer support, engage in therapeutic gaming, and access life-saving mental health resources. With this grant, Game Corps can expand beyond its virtual presence and create a physical environment for healing, community building, and suicide prevention. We will equip the space with gaming consoles, streaming setups, and support resources to host regular wellness sessions, peer mentor training, and crisis intervention programs. For the community, this project directly addresses the urgent need to combat Veteran suicide and isolation, issues that are deeply felt by families in the Richmond area. By connecting Veterans through technology in a space built for them, we not only save lives but create a new model of care rooted in connection, trust, and belonging. This hub will serve as a beacon of hope, showing that Richmond leads in innovative, compassionate Veteran support
18. Program/Project: Provide a high-level description of the program/project for which you are seeking funding.	Tech For Troops is seeking \$100,000 to expand our mental wellness and suicide prevention program, Game Corps, by creating a dedicated Digital Wellness Hub at our Richmond headquarters. This initiative addresses a devastating crisis in the Veteran community: suicide. On average, 17 Veterans die by suicide every day. Many suffer in silence, disconnected from traditional support systems. Game Corps meets them where they are: online and in community by offering connection, purpose, and peer support. This crisis doesn't just effect the Veteran but their family and community too. Launched in 2023, Game Corps is a virtual platform where Veterans, active duty service members, and their families engage in therapeutic gaming and build relationships in a trusted, Veteran-led space. Using Twitch and Discord, our community connects through real-time chats, livestreamed events, and daily support interactions. To date, 21 lives have been saved; Veterans who found hope, purpose, and healing through and in Game Corps. With funding from Impact 100 RVA, we will transform Game Corps from a virtual-only model into a hybrid program through the creation of a first-of-its-kind Digital Wellness Hub in Richmond. This center will provide a safe, welcoming space for gaming therapy, crisis intervention, and peer mentorship. Planned features include: • Therapeutic Gaming Stations: Consoles and PCs for casual gaming and structured wellness sessions. • Streaming Studio: Equipment for livestreams, digital storytelling, and Veteran-led charity events. • Peer Mentor Lounge: A space for trained Veterans to guide others, foster connection, and provide peer-led support. • Mental Health Resource Library: Digital and printed suicide prevention materials, VA referrals, and family resources.

The Hub will serve hundreds of Veterans annually, with a focus on those at highest risk such as recently discharged service members, those experiencing isolation or homelessness, and individuals managing PTSD or other mental health conditions. Our trauma-informed, Veteran-led approach removes stigma and offers an alternative path to healing; one built on community, not clinical walls.

In 2024, Game Corps hosted 157 livestreams, facilitated over 22,000 chat interactions, and welcomed 560 new followers many of whom shared increased emotional wellness, confidence, and motivation. We track engagement across all digital platforms and gather feedback through peer reports and ongoing follow-ups to assess impact.

This project is transformational not just because it prevents suicide, but because it restores identity and connection. When Veterans feel seen and supported especially in spaces that reflect their lived experiences they begin to thrive. Impact 100 Richmond can help us create a model that saves lives, empowers Veterans, and inspires similar efforts across the country.

Sometimes healing starts not in a clinic, but with a game, a conversation, and a community that listens.

19. Program/Project:
What challenges are
you likely to
encounter? How will
your organization
address them?

One of the most significant challenges we anticipate is overcoming the stigma surrounding mental health within the Veteran community. Many Veterans are hesitant to seek help due to fear of judgment, cultural norms around toughness and self-reliance, or prior negative experiences with traditional systems, especially the VA. Game Corps addresses this by creating a non-clinical, Veteran-led environment that feels safe, welcoming, and familiar. By using gaming—a widely accepted and enjoyable activity among Veterans as an entry point, we reduce resistance and encourage engagement through a medium that fosters connection and purpose without pressure or labels.

Another challenge is ensuring sustained participation and engagement, both in the virtual community and at the new Digital Wellness Hub. Maintaining momentum requires consistent programming, evolving content, and strong peer relationships. To address this, we will implement a structured calendar of events, develop recognition and reward systems, and train Veteran peer mentors to lead sessions and encourage ongoing involvement. These mentors play a crucial role in fostering accountability, trust, and camaraderie. Regular feedback collection and data tracking will guide adjustments to meet the community's changing needs and maintain meaningful impact over time. Through flexibility, innovation, and peer leadership, we are prepared to address these challenges head-on.

20. Program/Project: Will you collaborate with any other organizations? If so, who will be your partners, and what will they contribute?	Yes, collaboration is central to the success of the Game Corps Digital Wellness Hub. We will work with several key partners in the Greater Richmond area and nationally to enhance the program's reach, impact, and sustainability. Veteran Service Organizations (VSOs) such as American Legions, Disabled American Veterans and Veterans of Foreign Wars (VFW) posts will help us identify at-risk Veterans, promote participation, and provide referrals to our program. Mental health organizations such as Veterans Affairs (VA) Peer Support Programs and National Alliance on Mental Illness (NAMI) Virginia will provide guidance on trauma-informed best practices and offer direct mental health referrals when needed. We will also partner with tech industry supporters, including organizations like Epic Games, Acer Computers and AMD, to provide computer access to additional training, digital tools, and volunteer mentors. Finally, our ongoing relationship with Twitch and Discord communities will allow us to scale peer engagement, organize charity streams, and extend support beyond Richmond. These partnerships ensure we offer a comprehensive, trusted, and effective approach to Veteran mental wellness and suicide prevention.
21. Program/Project: Using metrics appropriate for your program/project, describe your goals, indicators of success, and plan for achieving success (i.e., people served, dollars raised, community outcomes, etc.).	The transformational impact or goals of Game Corps: With a \$100,000 grant from Impact 100, we will: • Build out and equip the Digital Mental Wellness Center inside our Richmond facility • Provide ongoing therapeutic gaming sessions and live peer-to-peer support • Create a sustainable infrastructure for crisis response via Discord and Twitch • Train 9+ Veteran peer leaders in suicide prevention and digital engagement • Triple the number of Veterans served by Game Corps in Greater Richmond using VSOs and other recruiting opportunities. There are measurable performance outcomes or KPIs that we are looking for: Outcome Target Veteran lives saved through intervention 25+ over 18 months Peer-led support hours delivered 2,000+ hours Gaming therapy sessions held 150+ Veterans engaged through the Hub 600+ New peer mentors trained 15 Increase in help-seeking behavior 50% growth among new participants Twitch/Discord growth for mental health support 2x increase in users and streaming hours

22. Program/Project: Is there a specific timeline for your program/project, or will it be ongoing? If ongoing, describe the metrics used to evaluate it in the long term.	Game Corps will follow a structured 18-month implementation timeline, with sustainable programming continuing beyond the grant period. The initial six months will focus on building and equipping the Digital Mental Wellness Hub at our Richmond facility, recruiting and training Veteran peer mentors, and launching targeted outreach efforts in partnership with local VSOs and mental health organizations. The remaining 12 months will center on full program activation, including regular therapeutic gaming sessions, peer-led support, and crisis intervention via our online platforms (Twitch and Discord). While the launch phase has defined milestones, Game Corps is designed to be an ongoing, scalable mental wellness initiative. To evaluate success over time, we will track specific key performance indicators (KPIs), including: • Veteran lives saved through intervention (25+ over 18 months) • Peer-led support hours delivered (2,000+ hours) • Therapeutic gaming sessions held (150+) • Veterans engaged through the Hub (600+) • New peer mentors trained (15) • Increase in help-seeking behavior (50% growth among new users) • Growth in Twitch/Discord mental health engagement (2x increase in users and streaming hours) These metrics will be monitored regularly through internal tracking tools, peer leader reports, and participant feedback, ensuring the program remains responsive, impactful, and mission-aligned.
23. Funding: Describe your organization's financial position, including current financial state, cash flow, endowments, annual fundraising, and goals related to revenue.	T4T is financially strong, with a decade-long track record of responsible management and sustainable growth. At the close of fiscal year 2024, we maintained 10 months of operating reserves, ensuring uninterrupted services and flexibility to respond to evolving needs. For ten consecutive years, T4T has closed each fiscal year with a surplus, reflecting careful budgeting and strategic spending. Our revenue comes from a diverse mix of program income, grants, individual donations, and in-kind contributions. We also benefit from a solid base of corporate partners, including Altria, AMD, Acer Computers, Pest Now and other supporters who provide recurring commitments. These relationships help us remain resilient and mission-focused. While T4T does not yet have an endowment, we are working toward building one to support long-term sustainability. In the meantime, we emphasize strong cash flow management and internal financial controls, ensuring all funds both restricted or unrestricted are directed effectively to mission-aligned programs. Looking ahead, our goals include expanding grant writing, growing corporate sponsorships, and building a larger base of recurring donors. These priorities align with our broader strategy to scale Game Corps, grow our infrastructure, and deepen our impact on the Veterans we serve.

24. Funding: What is the total program/project budget request? Have you raised any other funds to date to support the program/project? If awarded, how will a \$100,000 grant from Impact 100 Richmond be used?	The total budget for the Game Corps program is \$125,000. To date, we have already secured \$30,000 from AMD and \$175,000 in gaming computers from Acer specifically in support of this initiative, along with ongoing monthly contributions from Epic Games through their community support platform. These funds have helped launch and sustain the physical and virtual components of Game Corps. A \$100,000 grant from Impact 100 Richmond would fund the most transformational elements of the program and allow us to fully activate and expand Game Corps into a hybrid, in-person/virtual model. Specifically, the funds would be used to: • Build out and equip the Digital Mental Wellness Center inside our Richmond headquarters with therapeutic gaming stations, a streaming studio, and peer support space • Provide ongoing therapeutic gaming sessions and live peer-to-peer mental health support • Develop a sustainable infrastructure for crisis response through platforms like Discord and Twitch • Recruit and train 9+ Veteran peer mentors in suicide prevention and digital engagement • Triple the number of Veterans served in the Greater Richmond region by partnering with local VSOs and Veteran-serving organizations This grant would fully close our funding gap and allow us to deliver a sustainable, high-impact program that saves lives and strengthens the mental wellness of Veterans in our community.
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25. Funding: How will you fund ongoing expenses associated with the program/project if awarded the Impact 100 Richmond grant? If funding is for a capital project, what are the anticipated ongoing expenses (maintenance, utilities, etc.), and how will you sustain these expenses?	If awarded the Impact 100 Richmond grant, ongoing expenses for the Game Corps program will be sustained through a combination of existing and growing revenue streams. These include continued support from corporate partners such as AMD, monthly funding from Epic Games, individual donations, and program-related revenue from T4Ts' broader operations. We are also actively pursuing new grant opportunities and sponsorships to expand and sustain the program long-term. While a portion of the grant will support capital improvements such as equipping the Digital Mental Wellness Center most ongoing expenses will involve program delivery, staffing, platform management, and utilities. These will be absorbed into T4Ts' operating budget, which has maintained a positive surplus for ten consecutive years and currently holds 10 months of reserves. Our organization has the infrastructure and financial stability to support this program beyond the grant period. As Game Corps grows, we will continue to scale support through expanded donor outreach, volunteer engagement, and strategic partnerships. This ensures the Hub remains active, impactful, and sustainable well into the future, serving Veterans in Greater Richmond and beyond.
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Upload PDF Format Only: Organization Budget for this Current Fiscal Year (showing annual budget of \$250K or greater)

[2025_Final_Budget_View_-_Validated_-_6.20_Updates.pdf](#)

OPTIONAL Upload
PDF Format Only:
Partner Budget for
Current Fiscal Year
(showing annual
budget of \$250K or
greater), if applicable

Upload PDF Format Only: Detailed Program/Project Budget in a template of your choice (limit one page)

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applicable)

Thank you for taking
the time to apply for
the Impact 100
Richmond grant!
Once you submit you
will receive a
confirmation email.
