



5 YEARS OF GAME

Transforming India Into a hub of **Job Creators**



Five Years of Transformative Impact

For five years, GAME has been at the forefront of tackling India's unemployment crisis. Our journey is filled with initiatives, collaborations, and results that have changed lives and built enterprises.

The Spark that ignited GAME



Born out of the dire need to address India's burgeoning unemployment crisis, GAME's audacious mission is to create 50 million jobs by 2030. We aim to transform job seekers into job creators, with a special focus on women's entrepreneurship.

Targeted initiatives for maximum impact

Our targeted initiatives are designed to tackle key areas that have the greatest impact on mass entrepreneurship: Finance, Women's Empowerment, and Youth Development.



- Milestones that shaped our journey -



2018: Laying the Foundation

GAME was conceived as a reaction to the rising tide of unemployment and the scarcity of quality jobs.



2019: Bringing Ideas to Life

Our first initiative, the GAME Accelerator Program, was launched, serving as a nurturing ground for nascent startups.



2020: Empowering Women

The GAME Women's Entrepreneurship Program was unveiled, concentrating on the financial and professional empowerment of women.



2021: Reaching Rural Landscapes

With the GAME NRLM Program, our impact extended to the rural landscapes of India, equipping rural entrepreneurs with financial and training resources.



2022: Fortifying the Financial Backbone

The introduction of the GAME NBFC Growth Accelerator Program provided a robust mechanism to assist NBFCs in lending to small businesses.

IMPACT METRICS

The change we've made to the Indian Entrepreneurial Ecosystem

10,000+

ENTREPRENEURS SUPPORTED

100,000

JOBS GENERATED

\$10 million

STARTUP FUNDING RAISED*

*through our accelerator program alone!

We are thankful for the lives we've touched and the entrepreneurs we've empowered. Yet, the road ahead is long. Here's to a more enterprising India!

For a deep dive into our initiatives and impact, check out our **2022 Impact Report**.

[GET THE REPORT](#)

