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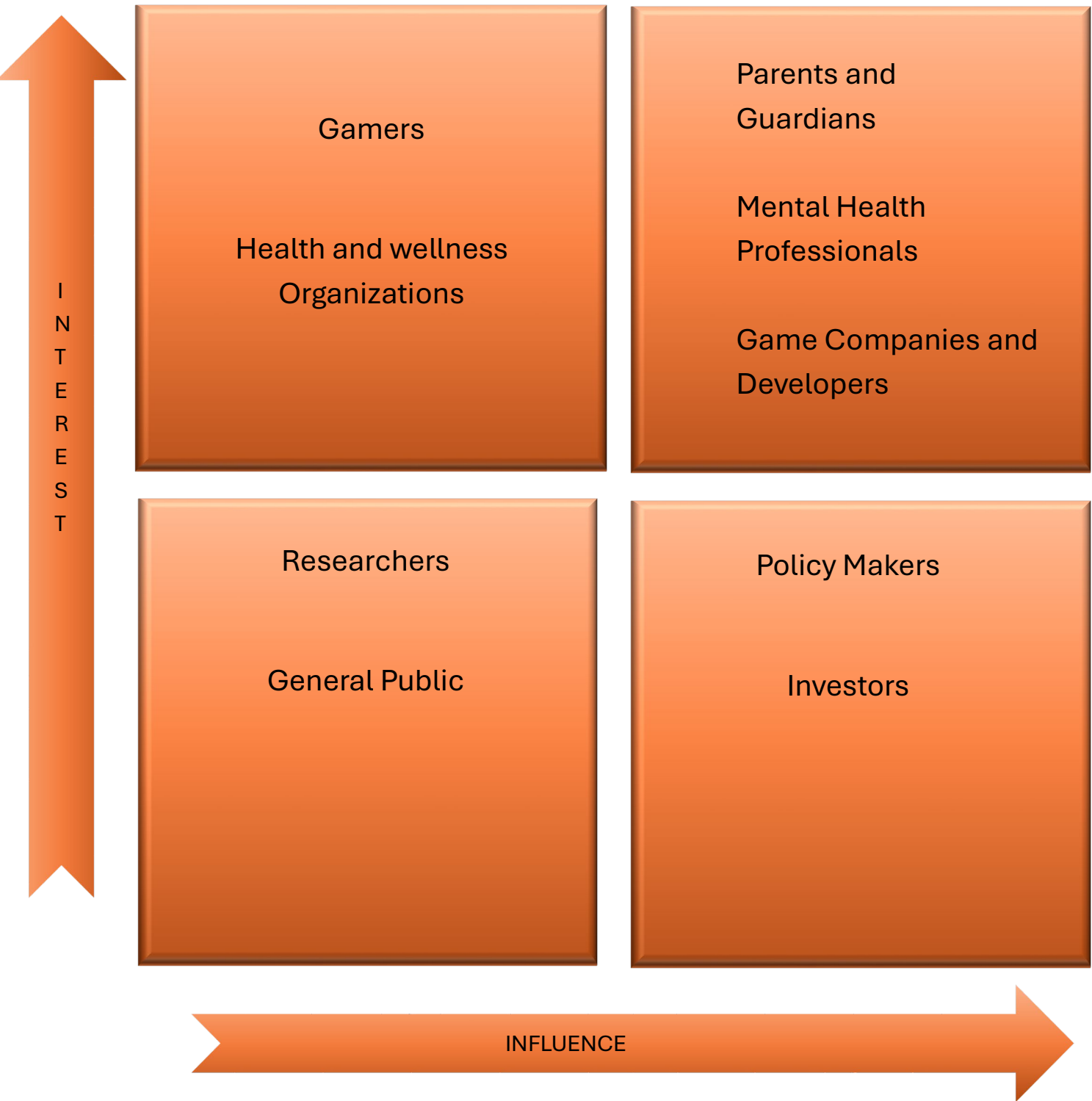
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Stakeholders

- **Gamers (Users):** The primary users of the gaming platform, including both children and adults, who may struggle with gaming addiction. They'll benefit directly from tools that promote healthier gaming habits.
- **Parents and Guardians:** Parents are invested in managing their children's gaming time. The platform's parental controls and monitoring tools help them support balanced gaming for their kids.
- **Mental Health Professionals:** Therapists and counselors could use the platform's parental controls to support patients with gaming addiction. Their feedback can help ensure the platform's tools fit well with treatment approaches.
- **Educational Institutions:** Schools and universities may want to use or endorse the used tools or suggested proposals, especially if gaming affects students' academic performance. They can also provide input for educational content on healthy gaming.
- **Gaming Companies and Developers:** Game makers and console companies, like Xbox, PlayStation, and Nintendo, could be collaborators or sponsors. They may

want to support responsible gaming and reduce the negative impacts of addiction which could lead to the consoles sales performing better by showing their clientele that they support the battle of gaming addiction by using the proposed items and tools.

- **Health and Wellness Organizations:** Groups focused on mental and physical health could be partners or advisors, particularly if the proposal and tools outcomes align with their goals of supporting well-being.
- **Regulatory Bodies and Policymakers:** Agencies interested in public health effects of gaming may play a role in guiding the project's compliance with privacy and health standards.
- **Researchers and Academics:** Experts studying gaming addiction and digital well-being might find the proposal and tools useful for research and could help develop features based on their findings.
- **Investors and Financial Backers:** Funders, like venture capitalists or wellness-focused tech companies, would be interested in the proposals and tools success and societal impact.



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