



To whom it may concern,

By way of introduction, my name is Teresa Turner, President of Synchronized Resources, Inc., an organization that specializes in equal employment opportunity/affirmative action (EEO/AA) program administration. For the past 30 years, we have assisted many well-known Fortune 500 companies in developing and implementing EEO/AA programs designed to align compliance functions with the core values of the organization, including their Diversity, Equity and Inclusion programs.

Today, I am writing this letter in support of GoodGames and its application for the MERC program. After experiencing the game tools around DEI and mental health, I was impressed with how they increased engagement and interactivity. Whether remote, in-person, or a hybrid team, the experiences offer a level of engagement unlike any other tool. It's an incredibly effective way to brainstorm and prioritize ideas, identify and solve issues, or take the pulse of your staff. Every game's results are instant and give leadership an incredible amount of qualitative data on your team's communication on any topic or need. Plus, the tools can be played anonymously leading to an honest and open exchange of ideas.

I invited GoodGames to participate in Synchronized Resources' Workforce Metrics Implementation Retreat in June. The ability to engage anonymously was particularly important given the timely and topical discussions held during the Retreat. The gaming enhanced engagement by allowing for candid feedback that may not otherwise have been received. We very much enjoyed the value of gamification during the Retreat and have recommended GoodGames to our clients and business alliances looking to bolster their company's DEIBA strategies!

I fully support GoodGames and the opportunity for the MERC program.

Regards,
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