



Quote Sheet

Official Release of
The NeighborMood™

For Press Use

We're proud of those great quotes from people who support The NeighborMood! But FoolProof—and the game—teach consumers to question, not automatically believe, any claims.

So, why give you quotes?

We're hoping it will make you want to question these quotes enough to try the game yourself.



FoolProof
MAKE HEALTHY SKEPTICISM A HABIT

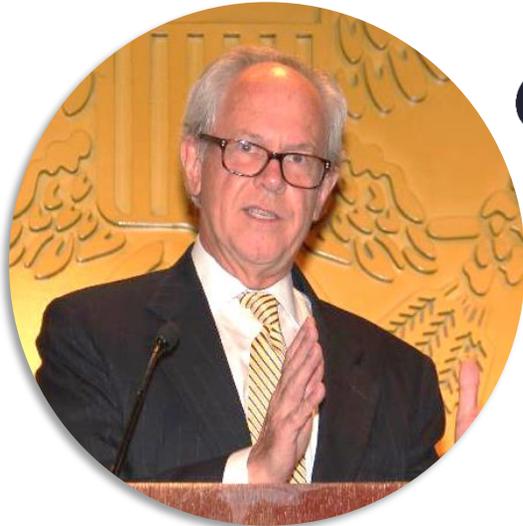
DOT DOT FIRE

Jack Gillis



Consumer Federation of America

Executive Director, Consumer Federation of America



“

This game is constantly illustrating the importance of caution when making decisions...

This is real world information that consumers and children are rarely taught.

”

Jack Gillis is the Executive Director of the Consumer Federation of America, a non-profit organization founded in 1968 to advance consumer interested through research, education and advocacy.

It has nearly 300 consumer-oriented non-profits, which themselves have a combined membership of 50 million people.

Learn more by visiting: <https://www.consumerfed.org>

Jean Rogers



Director, Children's Screen Time Action Network



“

The NeighborMood is a true digital wellness game.

”

Jean Rogers is the Director of the Children's Screen Time Action Network – a project of the Campaign for a Commercial-Free Childhood.

The Network is a coalition of practitioners, educators, and advocates working to promote a healthy childhood by reducing the amount of time kids spend with digital devices. Her group is over 13,000 members strong.

Learn more by visiting: <https://screentimenetwork.org>

Jenifer Joy Madden

The
DURABLE HUMAN
EMBRACE YOUR NATURE.

Digital Wellness Specialist, Author, and Founder at DurableHuman.com



“ Three reasons The NeighborMood checks the box as a Durable Human Design:

1. Players are armed with the tools to push back against an extractive economy that would steal their data without compensation or remorse.
2. Players are encouraged to apply knowledge learned in the game to IRL ads, come-ons and fine print.
3. The game designers have made a conscious and ethical commitment to no in-game sales tactics, no undisclosed player data collection, and an agenda to teach young people how to be informed and skeptical consumers.

”

Jenifer Joy Madden is a certified wellness specialist, Syracuse University adjunct professor of journalism, and founder of DurableHuman.com.

DurableHuman.com is a platform to inspire adults and children to cherish, strengthen, and protect their unique human assets, capabilities, and perspectives.

In her book, *How To Be a Durable Human: Revive and Thrive in the Digital Wellness Age Through the Power of Self Design*, Jenifer defines Durable Design as “the making and doing of things that promote and advance one’s ability to be an effective, contributing human in a complex and increasingly digital world.”

Learn more by visiting: <https://www.durablehuman.com>

Nadja Streiter



Programs Director at Game Quitters, Founder at Eyes Up Wellness



“ FoolProof and Dot Dot Fire have succeeded in taking a topic, that normally would not be interesting to teens and tweens, and teaching it in a fun and engaging way...

There is such a thing as healthy gaming and screen use and I wholeheartedly support use of The NeighborMood when it comes to teaching financial literacy.

”

Nadja Streiter is the founder of Eyes Up Wellness and Programs Director at Game Quitters, where she co-created RECLAIM, their signature family program. She works with individuals and families to help them find a balance between healthy and adaptive use of technology versus unhealthy overuse, dependence, and addiction.

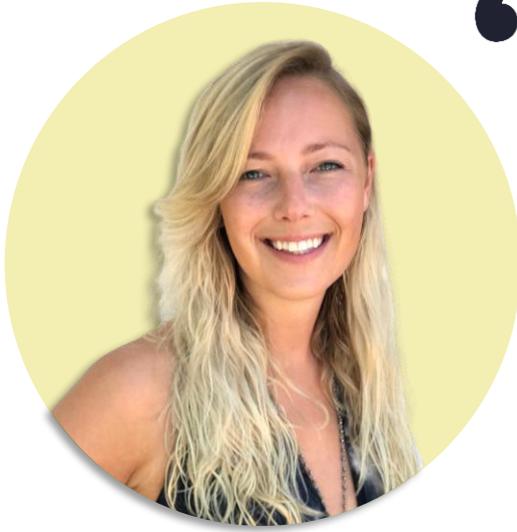
As a licensed therapist, speaker, consultant, and parent coach, she has dedicated her professional life to understanding and treating digital based illness but is most passionate about promoting digital wellness.

Learn more by visiting: <https://www.eyesupwellness.com> and <https://www.gamequitters.com>

Nina Hersher



Chief Executive Officer, Digital Wellness Collective



“

We at the Digital Wellness Collective are proud to feature Dot Dot Fire as the newest member of our international network...

Dot Dot Fire designed a game that harnesses technology to teach children critical 21st century skills including real financial literacy.

”

Nina Hersher is the CEO of the Digital Wellness Collective, a group of wellness professionals working collaboratively to enhance human relationships by supporting the intentional use and ethical development of technology.

The collective supports a way of life, while using technology, that promotes optimal health and well-being in which body, mind, and spirit are integrated by the individual to live more fully with the human, natural, and digital communities.

There are 85+ members in the community that range from humane tech developers and entrepreneurs, to non-profits, educators, researchers and mental health practitioners dedicated to the intersection of tech and well-being.

Learn more by visiting: <https://www.digitalwellnesscollective.com>