



## About Jet Set Studio LLC

Jet Set Studio was developed to support the 2007 launch of a social network just for video gamers, called [GatheringofGamers.com](http://GatheringofGamers.com). Since then and with the support of our video game community, our company has also found great success developing video game events all around the United States.

Ben McDougal, President of Jet Set Studio, has been in web development since receiving his Computer Science degree in 2004. After being in California and considering a career in video game development, Ben fell into the Internet and is now the [Sales Manager at Global Reach](#). He has experience with serious website design, programming, and SEO in hundreds of different business markets. This has allowed the GoG video game community and all our online outlets to truly thrive.

Jet Set Studio's professional "Video Game Event Management" spawned from McDougal's first entrepreneurial experience in 2006. [The Iowa 3v3 Soccer Challenge](#) is an outdoor 3v3 soccer event that has ran for the past six years and was sold to the Waukee Soccer Club in 2008. Managing over 2,000 attendees during this weekend event is a great example of our company's ability to manage a large event, while still focusing on unmatched quality.

Since Jet Set Studio was developed, we have connected with businesses around the world to develop support for [GatheringofGamers.com](http://GatheringofGamers.com), but we have also worked to develop unique video gaming events and full-sized tournaments with organizations around the country. This Video Game Event Management is what really sets our company apart. We hosted [The Inaugural Gathering of Gamers IMAX Tournament](#) at The Science Center of Iowa, which was a huge success in 2007. We also ran local gaming events for [KidsFest](#) and [Boston's Pizza Restaurant](#) in 2008, 2009, and 2010.

On a nationwide level, we attended Microsoft Tech-Ed in Florida and ran the video gaming element for [Brocade](#) in 2008. Brocade's booth was by far one of the most exciting partnering booths and had some of the highest traffic at the convention. We later developed an awesome Guitar Hero tournament for [Massive Inc.](#). Massive Inc. is a full subsidiary of Microsoft, who develops dynamic advertising in video games. This one night event was in NYC's Times Square and truly video games on the big stage! During 2008, we also attended [MLG Dallas 08](#) and [E3 2008 in Los Angeles](#) to further network the company, share "The GoG", and continue to polish our professional video game event management.

In 2009, the lagging economy slowed down live events, but Jet Set Studio still helped to manage [Blackberry's IBM Lotusphere 2009 Event](#) and attended many industry events such as [MLG Meadowlands 09](#), [Midwest Gaming Classic](#), [E3 2009](#), and [MLG Dallas 09](#).

2010 began as we hosted the all-night [GoG 5,000 Party](#) in January, managed a [Microsoft VIP Party](#) in Baltimore, unveiled a huge video game tournament called [The Iowa Pro Gaming Challenge](#), and helped manage [Gamers For Giving](#), which was a non-profit gaming event in Michigan. We brought a seven-person media team to cover [E3 2010](#) for the GoG community, in August we managed a college orientation event for [Central Michigan University](#). The year ended as we attending [MLG Dallas 10](#) and worked alongside organizers for [Focus Fire 2010](#).

2011 has included a new website on [www.JetSetStudio.net](http://www.JetSetStudio.net), collaborating with [Des Moines Community College](#), hosting another gaming element at Kidsfest, [The 2<sup>nd</sup> Annual Iowa Pro Gaming Challenge](#), a new event in Minneapolis called [Combo Breaker](#), Gamers For Giving in Michigan again, and yet another unique gaming event at Central Michigan University.

So far this year, we managed the video gaming element at Kidsfest for the fifth year in a row and [The 3<sup>rd</sup> Annual Iowa Pro Gaming Challenge](#) went big with around 500 live attendees and over 550,000 online viewers! Looking ahead, we're very excited about our first international video game event in Canada, which is a school district looking to establish an annual fundraiser, called [UGC Niagara](#). This year it's been interesting to see more organizations reaching out to consider how big we can make their events and we're confident that in our fifth year of doing business, even more big opportunities await.

It's an exciting time for our company and we are eager to continue our growth by connecting with your organization.

