

### THE STORY SO FAR

### THE SKATEROOM AT A GLANCE

2014

FOUNDED BY CHARLES-ANTOINE BODSON

\$3M+
GENERATED TO SUPPORT
ART FOUNDATIONS

**47**ARTISTS
SOCIALLY ENGAGED

\$1.5M+
IN DONATION TO HELP EMPOWER
YOUTH AT RISK

**35**PROJECTS
FUNDED AROUND THE WORLD

**200+**EDITIONS LAUNCHED
W/ ARTISTS & FOUNDATIONS

# WE VALUE *ART*. WE VALUE *SKATE*. WE VALUE *SOCIAL CHANGE*.

- By working closely with the world's most influential artists, we fund international skate and education non-profits & projects.
- We exist to facilitate, empower and inspire social change and commit to giving 10% of all our revenue minimum to social partners.
- We respect environment and social values: People & planet comes before profits.
- Since 2014, we have generated over \$1,500,000 in unrestricted funding.
- As a certified B Corp, we make commitments to our partners, buyers and the planet. Together, we work towards a brighter future for consumerism.
- We aim to fund 500 skate schools before the 2028 Los Angeles Olympics.

We are THE SKATEROOM, and we love what we do and why we do it.

### THE ARTISTS

JEFF KOONS, JEAN-MICHEL BASQUIAT, ALBERT OEHLEN, PAUL MCCARTHY, RAYMOND PETTIBON, AI WEIWEI, JENNY HOLZER, TOBIAS SPICHTIG, COCO CAPITÁN, CHÉRI SAMBA, ROGER BALLEN, ROBIN RHODE, JAMES ROSENQUIST, WALEAD BESHTY, NOBUYOSHI ARAKI, ANDY WARHOL, CLEON PETERSON, JUDY CHICAGO, YOSHITOMO NARA, NINA CHANEL ABNEY, KENNY SCHARF, GABRIEL OROZCO, LOUISE BOURGEOIS, SCARLETT ROUGE, JR, ANASTASIA BAY, MICHÈLE LAMY, KEITH HARING, GRAYSON PERRY, ANDRÉ SARAIVA ...and many more, and even more to come!

### **SOCIAL PARTNERS**



- Skateistan
- Concrete Jungle Foundation
- · Free Movement Skateboarding
- Pushing Boarders
- The Rural Changemakers
- · Wonders Around the World

- 7 Hills
- · Centre Fiers & Forts
- The International Center for Missing and Exploited Children
- Bangladesh Street Kids Aid
- · Coletivo Skate Maré

- We Skate Mongu
- Make Life Skate Life
- Escola Vidigal
- Change The Ref
- Five Acres
- Through The Flower ...among others!

### **MUSEUMS, STORES, RETAILERS**

LOGOS SPEAK LOUDER THAN WORDS, A SHORT LIST

**MoMA**Design Store

1sDIBS



**HYPEBEAST** 

FONDATION BEYELER



ARTSPACE





MR PORTER

bombinate.





Louvre









VOORLINDEN

artnet





NORDSTROM

















### **OUR EDITIONS**



























### THE SKATEROOM'S STUDIO

### THE TRADE & THE TOOLS OF THE TRADE

The Studio's purpose is too stay in a permanent research and development state of mind, to guarantee a superior quality, the originality of the editions, to increase the possibilities and a faster and better reactivity for and with the artists.

The Studio has developed and acquired a whole series of machines and tools in order to meet the ambitions of the Artists with whom we create.

### **UV** printed Digital heat-transfer film

This is our main way to create an accurate and high quality reproduction of a skateboard artwork.

Whether it's a photograph, an illustration, a painting, we are able to reproduce any image. The resulting editions can be signed or even customized by the artist themself.

### Silkscreen printed heat-transfer film

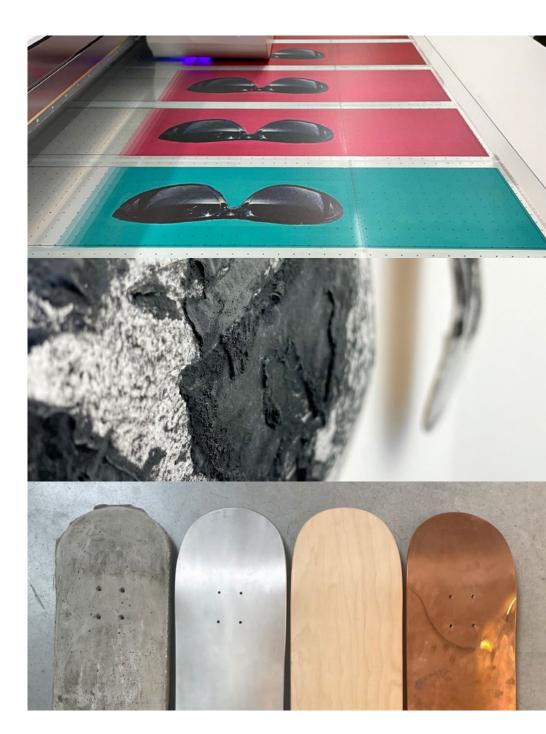
This is a more exclusive process, reserved for limited editions and handmade in our Studio. All pieces are similar, but unique at the same time due to the inherent flaws of the technique.

The resulting editions can be signed or even customized by the artist themself. We also developed a mobile silkscreen machine, able to produce unique decks on the site of a specific event.

### **Custom material made editions**

Marble, copper, aluminum, concrete, epoxy, plywood... We can virtually make a skateboard out of any material.

And we did it already several times.



## WHY SKATEBOARDING? THIS IS A MOVEMENT

Is it a counter culture? Is it an artform? Is it an Olympic sport? Skateboarding has a pretty complicated public image in the West. People often can't see what skateboarding and social change have in common.

The fact is that skateboarding has impacted the lives of countless people —boys and girls of all ages, from every walk of life. It is, at its most fundamental, an exercise in resilience. You fall, you get back up. You learn.

No matter where skateboarding pops up in the world, that remains the same.

Thanks to the social skate movement spearheaded by organizations like SKATEISTAN over the past decade, we're finally able to quantify the immense positive impact skateboarding has on mental and physical health.

More projects join the social skate movement every year, we are here to answer their calls for support.

"Everybody falls off a skateboard the same way."

Oliver Percovich, founder of SKATEISTAN



### WHY SKATEBOARDING? THIS IS A MOVEMENT

### **GENDER EQUALITY**

We've seen a steady increase in the amount of girls taking up skateboarding thanks to the projects we support. Across these projects, there is an average of 40% female participation.

#### **INCLUSION & SOCIAL INTERACTION**

Skateboarding, though an individual activity, is a collective driven sport. Across the board, our projects report an increase in diversity of participation and social integration when skateboarding is introduced to a community.

### LOCAL EMPLOYMENT

When selecting our partner projects, we look for initiatives which empower locals. Whether it's through employing ex-participants as staff, or guiding current participants into careers of their own, this is a crucial part of the social skate movement.







#### COMMUNITY EMPOWERMENT

By introducing regular skateboarding sessions, education programs or by building skateparks, our projects report consistent positive feedback from the communities they work in, as well as individual benefits to the members of that community.

#### **LIFE SKILLS**

Skateboarding is at its core about resilience. Everybody falls off a skateboard the same way, and by getting back up and trying again skaters learn how to adapt and resolve complex problems. This can be brought into other aspects of life, like relationships and careers.

### PHYSICAL & MENTAL HEALTH

Not only is skateboarding great physical exercise, it also trains your brain. The inherent need to problem solve in skateboarding, adapt to new environments and learn new tricks, means that mindful attentiveness is key to becoming a great skater.

### PAUL MCCARTHY

(USA)







3D render of Skateistan's anticipated project in **Johannesburg**, **South Africa** 

First collaboration between THE SKATEROOM and Paul MCCARTHY with the 'PROPO' series on skateboards

Launch at MoMA in NYC together with Paul MCCARTHY



This collaboration raised the funds to cover the entire construction of Skateistan's first skate school in Johannesburg



**5**Inauguration of Skateistan's first skate school in Johannesburg with **Tony Hawk** 

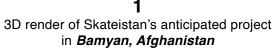
322
ACTIVE STUDENTS
42%
OF THEM ARE GIRLS

**6** Achievement

### **RAYMOND PETTIBON**

(USA)







Collaboration between THE SKATEROOM and Raymond Pettibon with **You have a clear...** and **The Bright Flatness** limited edition releases



3
Launch at MoMA in NYC together with Raymond PETTIBON



Through this collaboration with Raymond PETTIBON, ▶ we aimed to donate \$50,000 to fund the construction of Skateistan's Skate School in Bamyan.



5
Opening of Skateistan's Skate School
in Bamyan.



 Sadly, since the Taliban's return, the school was closed. But Skateistan activities shifted from edu-skate programs to humanitarian ones.

6

### **GRAYSON PERRY**

(United Kingdom)







First collaboration between THE SKATEROOM and Grayson Perry with the *Kate Board* limited edition release



Through this collaboration with Grayson Perry, we donated 20% of the sales turnover to support Skateistan 'Skate & Create' Program



This collaboration raised \$34,000 to cover the entire construction of Skateistan's first skate school in Cambodia



5
Inauguration of **Skateistan**'s skate school in Phnom Penh with the kids

283
ACTIVE STUDENTS
51%
OF THEM ARE GIRLS

**6** Achievement

# Thank you!

