



AABBXXYYAABBXXYYAABBXXYYAABBXXYYAABBXXYYAABBXXYYAABBXXYY

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. Since then and with the support of that gaming 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 worked at one of the largest web development firms in Iowa for over five years. As the Sales Manager and Social Media Director at [Captain Jack Communications](http://CaptainJackCommunications.com), he has experience with serious website design, website programming, and SEO in hundreds of different business markets. This has allowed the GoG video game community 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](http://TheIowa3v3SoccerChallenge.com) 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 has been developed, we have connected with businesses around the world to develop support for GatheringofGamers.com, but we have also worked to develop unique video gaming events and full-sized tournaments with organizations around the country. We hosted [The Inaugural Gathering of Gamers IMAX Tournament](http://TheInauguralGatheringofGamersIMAXTournament.com) at The Science Center of Iowa, which was a huge success in 2007. We also ran local gaming events for [KidsFest](http://KidsFest.com) and [Boston's Pizza Restaurant](http://Boston'sPizzaRestaurant.com) in 2008, 2009, and 2010.

On a nationwide level, we attended Microsoft Tech-Ed in Florida and ran the video gaming element for [Brocade](http://Brocade.com) 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.](http://MassiveInc.com). 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](http://MLGDallas08.com) and [E3 2008 in Los Angeles](http://E32008inLosAngeles.com) 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](http://Blackberry'sIBMLotusphere2009Event.com) and attended many industry events such as [MLG Meadowlands 09](http://MLGMeadowlands09.com), [Midwest Gaming Classic](http://MidwestGamingClassic.com), [E3 2009](http://E32009.com), and [MLG Dallas 09](http://MLGDallas09.com).

This year we hosted the all-night [GoG 5,000 Party](http://GoG5000Party.com) in January, managed a [Microsoft VIP Party](http://MicrosoftVIPParty.com) in Baltimore, unveiled a huge video game tournament called [The Iowa Pro Gaming Challenge](http://TheIowaProGamingChallenge.com), and helped manage [Gamers For Giving](http://GamersForGiving.com), which was a non-profit gaming event in Michigan. Most recently, we brought a seven-person media team to cover [E3 2010](http://E32010.com) for the GoG community, and in August we're looking forward to a college orientation event for [Central Michigan University](http://CentralMichiganUniversity.com) as our next big video game event!

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

