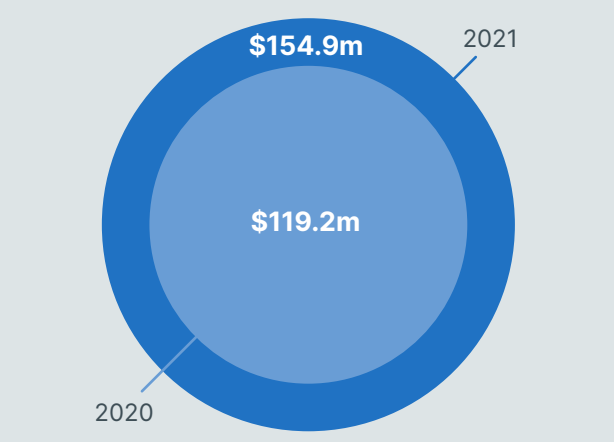


Digital-First P2P Fundraising Survey Results

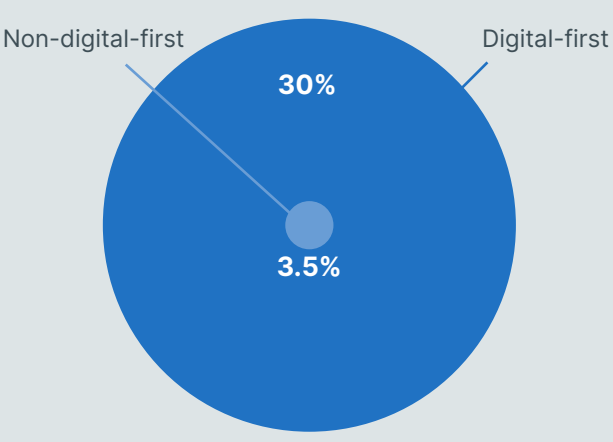
Key Findings

Digital-first Program Revenue YoY



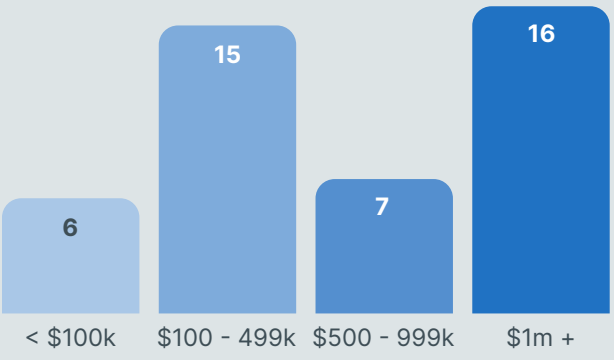
44 nonprofits generated \$154.9 million from digital-first peer-to-peer fundraising programs in 2021, up 30% from \$119.2 million in 2020.

Digital-first vs Non-digital-first Growth YoY



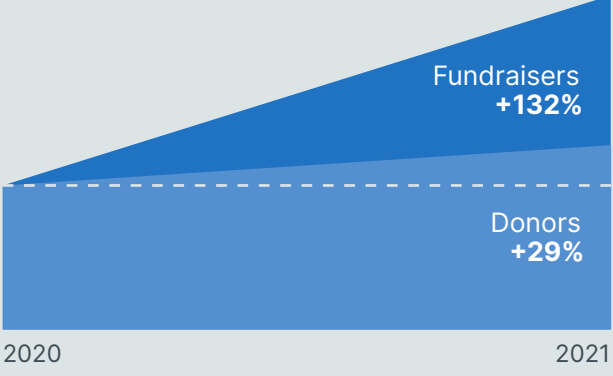
That 30% revenue increase is nearly 9x the collective rate registered by the primarily physical and hybrid programs measured by this year's separate Peer-to-Peer Fundraising Thirty study which showed a 3.5% rise from 2020 to 2021.

Digital-first Programs by Amount Raised



Sixteen programs reported raising \$1,000,000 or more from digital-first peer-to-peer fundraising; seven reported \$500,000 to \$999,999; 15 reported \$100,000 to \$499,999 and six reported under \$100,000 in revenue.

Participation & Donor Growth



Participation in these programs grew 132% from 2020 to 2021 (note: some programs launched in 2021 and not all participants raised money.) The number of donors to digital-first efforts grew 29% (among the 86% of organizations who provided this data.)

Digital-first programs

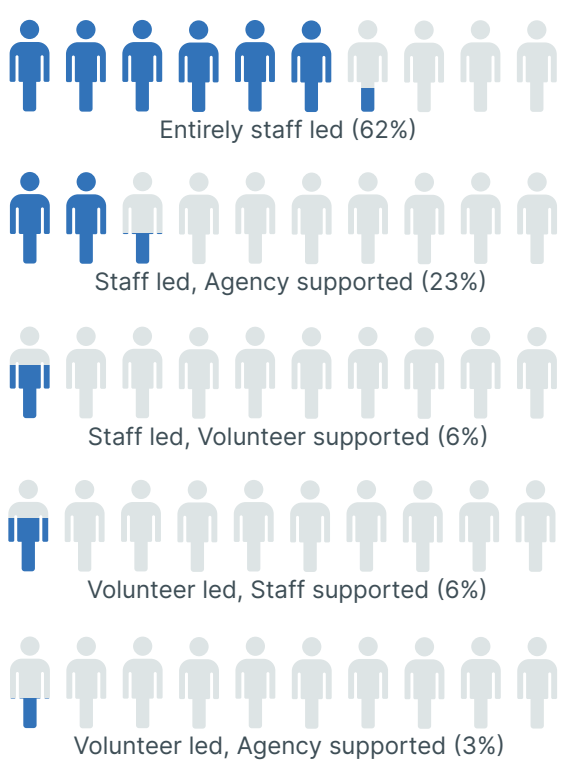
- Community Fundraising
- DIY Fundraising
- Facebook Challenges / Fundraising
- Tiktok Fundraising
- Twitch Fundraising
- Youtube Fundraising
- Strava Challenges
- Gaming Programs

Non-digital-first programs

- In-Person Walks, Runs and Cycling Events that accept online donations
- Hybrid in-person events that temporarily went online by event cancellations
- General online fundraising without a P2P element (where the donor is solicited by a volunteer fundraiser)

How are organizations staffing digital-first programs?

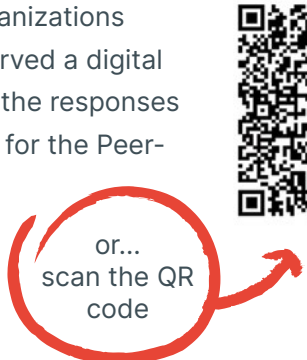
Staff vs Agency vs Volunteers



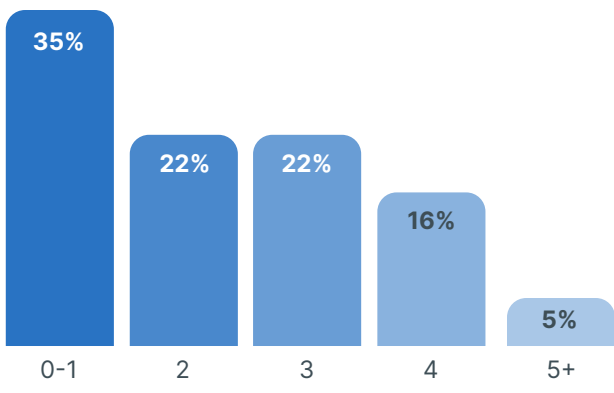
What is the Digital-First Peer-to-Peer Fundraising Survey?

The inaugural Digital-first P2P Fundraising Study polled organizations about their programs that originated online and primarily served a digital community. The results above were obtained by combining the responses from the digital-first survey as well as responses submitted for the Peer-to-Peer Fundraising Thirty survey.

View the full survey results at goodunited.io/digital-first



No. of in-house staff



Thank you to the following organizations who participated in the survey:
American Foundation for Suicide Prevention, ALSAC/St. Jude Children's Research Hospital, American Cancer Society, charity: water, Children's Miracle Network Hospitals, Covenant House, Dana-Farber Cancer Institute, Gamers Outreach Foundation, JDRF, The Leukemia & Lymphoma Society, Lupus Foundation of America, Make-A-Wish America, NAMI, National Breast Cancer Foundation, Inc., National Kidney Foundation, National Multiple Sclerosis Society, Pediatric Brain Tumor Foundation, PKD Foundation, Project Hope, (RED), Share Our Strength, Starlight Children's Foundation, Stop Soldier Suicide, Sydney Childrens Hospitals Foundation, Team Trees/Team Seas, Thankmas, Trans Lifeline, TWLOHA, Inc, WAVAW Rape Crisis Centre, Wounded Warrior Project, ZERO - The End of Prostate Cancer

The State of Digital P2P Fundraising 2021

A Tiltify Benchmarking Study

The State of Digital P2P Fundraising, released in February 2022, analyses data collected on the Tiltify platform between Jan. 1, 2021, and Dec. 31, 2021.



Learn more and
download the report at
resources.tiltify.com

Fundraising Averages & Donation Stats



Engaging Donors in Digital Communities

In traditional peer-to-peer fundraising events, fundraisers set up a fundraising webpage and send out the link to friends and family members, asking them to donate to the charity they have selected. The donor visits the page, donates, and leaves. The actual activity – the walk, run, ride, etc. – is separate from the act of fundraising.

When fundraising in a digital community, however, the act of fundraising becomes entertainment, and donors get to join in the fun. Fundraisers invite their community of friends, fans, or followers to tune in while they

livestream on a platform like Twitch, YouTube, TikTok, or Facebook. During the stream, the fundraiser can offer ways to acknowledge donors, such as thanking them verbally during the stream, doing something silly when certain fundraising amounts are reached, inviting donors to vote on what happens next, or offering rewards in exchange for donations. The fundraiser becomes an ambassador of the charity, using their livestream to educate their community and invite them to give, and the donor becomes an active participant in the fundraising journey alongside them.

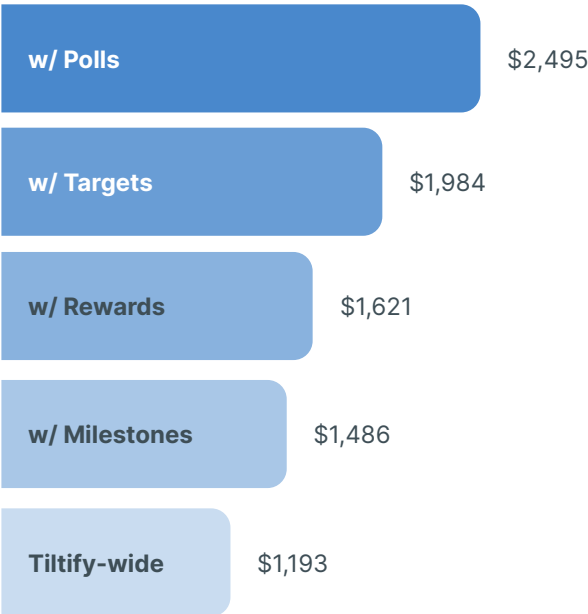
Shifting the role of the donor from one-and-done bystander to active participant is a game changer for peer-to-peer fundraising. Donors are primed to increase their gift amount and to give multiple times to the same campaign. Not only is this experience more engaging for the donor, but the fundraiser also benefits by building better relationships with their digital community as they raise funds together for a cause they are passionate about.

Donor Engagement on Tiltify

Empowering fundraisers to interact with and reward their donors helps them raise more for your mission. Tiltify’s donor engagement features (Milestones, Rewards, Targets, and Polls) keep donors coming back to a fundraiser’s campaign over time and encourage them to give multiple times to the same campaign.

The average donor gives 1.35 donations/individual campaign across Tiltify, and that number grows when fundraisers add one or more engagement tools to their campaign:

Average Fundraising by Feature



Average Number of Donations/Individual



While these features have roots in livestream fundraising, they can be adapted to any kind of fundraising campaign. But empowering fundraisers to become ambassadors of your cause, and donors to become active participants in an individual’s fundraising campaign is the key to creating a successful digital-first fundraising program.

This report was created using data collected on the Tiltify platform between January 1, 2021, and December 31, 2021. In order to provide an accurate depiction of a typical, active fundraising campaign on Tiltify, the dataset was normalized by excluding ‘mega-campaigns’ where an individual raised more than \$100,000 and abandoned/testing campaigns where an individual raised \$5 or less.