CENTER FOR

MENTAL HEALTH in ENTERTAINMENT

The Problem

There is a growing mental health crisis in the entertainment industry. For those fortunate enough to work in it — whether creatives or professionals — the job comes with unique lifestyle pressures and emotional demands that are rarely understood or adequately supported.

DESPITE THE PRESENCE OF VARIOUS MENTAL HEALTH ORGANIZATIONS, MAJOR GAPS REMAIN:

- No central, trusted database of resources
- No clear point of contact for those seeking help
- Limited collaboration between support organizations
- Few counseling professionals trained in the nuances of the industry
- Minimal research on the mental health challenges specific to entertainment careers
- No central physical space for community, connection, or coordinated care

The Solution

THE CENTER FOR MENTAL HEALTH IN ENTERTAINMENT

Belmont University's Mike Curb College of Entertainment & Music Business and College of Pharmacy and Health Sciences are joining forces to launch the Center for Mental Health in Entertainment — a first-of-its-kind initiative focused on resources, research, and education tailored to its students and the entertainment community.

Why it Matters

For the entertainment industry, this Center is about caring for our own. Belmont has been part of this community for more than 50 years. We believe a thriving industry starts with healthy, supported individuals connected by community.

For the broader world, it matters because entertainment shapes culture. When its creators and leaders are struggling, our collective culture suffers. To transform culture, we must first support those who create and amplify it.

MISSION OF THE MIKE CURB COLLEGE OF ENTERTAINMENT & MUSIC BUSINESS:

To shape culture through entertainment education that fosters wisdom, character and community.

Three Pillars



RESOURCES & COMMUNITY

The Center will create accessible, trusted, and personalized mental health support for entertainment professionals and students by:

- · Building a centralized, user-friendly database of mental health resources
- · Providing a dedicated helpline and guidance services
- Opening a physical space on Music Row for:
 - · On-site triage and counseling
 - · Community support groups
 - · Coordination across organizations in times of crisis
 - · Workshops for industry professionals



RESEARCH

The Center's Research Institute will generate original, data-driven insights into the mental health experiences of those working in music, film, television, sports, and media. This research will inform:

- · Programs and policies that promote well-being across the industry
- Cultural change by challenging harmful norms and amplifying marginalized voices
- · Resources that reflect the realities of entertainment careers



EDUCATION

Belmont is uniquely positioned to shape the next generation of mentally resilient entertainment professionals — and the counselors who serve them.

- Integrating practical mental health curriculum into Curb College courses:
 - Sophomore-level: Career & Professional Development
 - Senior-level: Capstone Units on Social & Emotional Intelligence, Wellness, Artist Prehab
- Offering specializations in entertainment mental health to Master's and PhD counseling students
- Providing continuing education for current mental health professionals

Getting Started

\$500,000

INITIAL START-UP COSTS
TO HIRE AN EXECUTIVE
DIRECTOR, SUPPORT STAFF,
& INITIAL PROGRAMMING

HOPE TRANSFORMS GOAL

\$8M

Opportunities for Support



ANNUAL SUPPORT

- Program Leadership & Staffing
- Annual Conference
- Workshops and Seminars
- Curriculum Development
- Research



SUSTAINABLE INVESTMENT

- Capital Investment in Curb College's Music Row Expansion Project
- Endowed Leadership Position with Matching Gift Opportunity



COMMUNITY

- Connecting with industry leaders
- Building partnerships



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For information on partnering on this project, contact Phil Shay at 615.460.5645 or phil.shay@belmont.edu





JOIN US!