

Federal Funding Opportunities for Game-Based Approaches *Updated May 2021*

| Program Name | Key Information | Important Dates | Point of Contact |
|-----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| DHS OTVTP Office of Targeted Violence and Terrorism Prevention | \$20 million in available funding. The FY21 Targeted Violence and Terrorism Prevention (TVTP) Grant Program seeks to provide funding to implement local prevention frameworks and explore innovative approaches to preventing targeted violence and terrorism. | Applications due May 25 th , 2021 | Ivy Bostock ivy.bostock@hq.dhs.gov; Kristi Matsunaka kristi.matsunaka@hq.dhs.gov |
| ED Ready to Learn Television | \$27M for public telecommunications entities to create and distribute educational television and digital media for children ages 2-8, especially those from low-income households. | No competition for new grants in FY2021. | Brian Lekander Brian.Lekander@ed.gov |
| ED ED/IES SBIR: Small Business Innovation Research | \$1.1M to for-profit firms for R&D and evaluation of innovative and commercially viable ed-tech products for students, teachers, and administrators across many areas in education and special education. | The ED/IES SBIR program anticipates that the next solicitation for FY2022 funding will be released in late 2021. | Edward Metz Edward.Metz@ed.gov |
| ED IES Research Grants Program | \$1.4M to \$3.3M (mainly to universities or non-profits) for basic research, R&D of interventions and assessments, and evaluation across many topics in education. | Applications closed, please view their site for details. | Christina Chinn Christina.Chhin@ed.gov |
| ED OSEP Stepping Up Technology Implementation | OSEP Stepping-up Technology Implementation. OSEP generally funds 3 grants each year the competition is run. Grants are funded at up to \$500,000 each annually for up to 5 years. (\$1.5m total annually). | Next RFA TBD | Tara Courchaine Tara.Courchaine@ed.gov |
| ED OSEP Tech Funding Opportunity | 327C (TV Access Projects). \$1.5M (3 grants, \$650,000 each per year/5 years) to improve learning opportunities for children and youth with disabilities by providing access to video programming through accessible high-quality audio description and captioning. | Next RFA TBD | Terry Jackson Terry.Jackson@ed.gov |
| ED OSEP Tech Funding Opportunity | 327N (Captioned and Described Educational Media Center). (1 grant, \$2 million per year/5 years) to oversee the selection, acquisition, captioning, audio description, and distribution of educational media and materials through a free loan service for eligible users. | Next RFA TBD | Terry Jackson Terry.Jackson@ed.gov |
| HHS/ACL/NCR SBIR Small Business Innovation Research | Offers 6-month \$100K Phase I grants and 2-year \$575K Phase II to for-profit U.S. businesses to R&D innovative commercially viable products and services designed to meet the needs of individuals | Current Phase II Deadline: June 1, 2021. | Brian Bard Brian.Bard@acl.hhs.gov |

Federal Funding Opportunities for Game-Based Approaches *Updated May 2021*

| | | | |
|------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| | with all types of disabilities across the age span. | | |
| ED IES Special Education Grants Program | \$1.4M to \$3.3M (mainly to universities or non-profits) for basic research, R&D of interventions and assessments, and evaluation across many topics in special education. | Please sign up for the IES Newsflash to be alerted when the next funding competition is announced (typically late spring). | Sarah Brasiel Sarah.Bراسiel@ed.gov |
| IMLS Museums for America | \$5 to \$250K for projects that strengthen the ability of an individual museum to serve its public. Lifelong Learning category | Next NOFO - August, 2021; Deadline – November 15, 2022. | Helen Wechsler hwechsler@imls.gov |
| IMLS National Leadership Program | \$50K to \$750K for projects that address critical needs of the museum field and that have the potential to advance practice in the profession so that museums can improve services for the American public. | Next NOFO - August, 2021; Deadline – November 15, 2022. | Helen Wechsler hwechsler@imls.gov |
| NASA Annual International Space Apps | Hackathon for coders, scientists, gamers, designers, storytellers, makers, builders, technologists, and others in cities around the world. Teams engage with NASA's free and open data to address real-world problems on Earth and in space. Event: October 2-3, 2021 | Application to host a Space Apps event in your city open now: https://www.spaceappschallenge.org/apply-host/ | Shobhana Gupta, PhD shobhana.gupta@nasa.gov |
| NASA EO Hackathon | NASA Earth Science Division. EO Dashboard Hackathon: Global Virtual Hackathon inviting participants to use NASA, ESA, and JAXA's data on the Earth Observing Dashboard (https://eodashboard.org/) to address challenges related to COVID-19 pandemic. Event: June 23-29, 2021 | Registration opens May 20, 2021: https://www.eodashboardhackathon.org/ | Shobhana Gupta, PhD shobhana.gupta@nasa.gov |
| NEA Our Town | \$25,000-150,000 grants program that supports creative placemaking projects that integrate arts, culture, and design activities into efforts that strengthen communities by advancing local economic, physical, and/or social outcomes. | Deadline: Early August, 2021 | OT@arts.gov |
| NEA Grants for Arts Projects | \$10,000-\$100,000 to support 14 artistic disciplines through project-based funding focused on public engagement with, and access to, various forms of excellent art across the nation; the creation of art that meets the highest standards of excellence, learning in the arts at all stages of life, and the integration of the arts into the fabric of community life. | Deadlines vary according to discipline, please see the discipline list . | Contact varies by discipline, please see the contact list . |
| NEH Digital Projects for the Public | \$30,000 -\$300,000 to support projects that interpret humanities content through digital media such as games, mobile apps, curated websites, and XR. The projects must be designed to attract broad public | Deadline: June 9th, 2021 | Jeff Hardwick jhardwick@neh.gov ; Marc Ruppelmruppel@neh.gov |

Federal Funding Opportunities for Game-Based Approaches
Updated May 2021

| | | | |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------|
| | audiences and incorporate sound humanities scholarship. | | |
| NIH Interactive Digital Media STEM | \$1.75M/2.5 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community, PAR-20-153, https://grants.nih.gov/grants/guide/pa-files/PA-20-153.html | Next due dates: July 13, 2021, July 13, 2022 | Tony Beck Beckl@mail.nih.gov |
| NIH Omnibus Solicitation for SBIR | PA-20-260, https://grants.nih.gov/grants/guide/pa-files/PA-20-260.html . \$1.75M/2/5 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community | Next due dates: July 13, 2021, July 13, 2022 | Tony Beck Beckl@mail.nih.gov |
| NIH Science Education Partnership Award | \$1.35M/5 years for: development of innovative educational activities for P-12 teachers and students or interactive science center/museum health exhibits. https://grants.nih.gov/grants/guide/pa-files/PA-20-153.html . | Next due dates: July 13, 2021, July 13, 2022 | Tony Beck Beckl@mail.nih.gov |
| NSF ECR EHR Core Research | ECR Core invites proposals for fundamental research (basic research or use-inspired basic research) that advances knowledge in one or more of the three Research Tracks: STEM Learning and Learning Environments, Research on Broadening Participation in STEM fields, and Research on STEM Workforce Development | October 7 th , 2021 | ECR@nsf.gov |
| NSF ECR: BCSER EHR Core Research : Building Capacity in STEM | ECR: BCSER supports activities that enable early and mid-career researchers to acquire the requisite expertise and skills to conduct rigorous fundamental research in STEM education. | Feb 25, 2022 | ECRBCSER@nsf.gov |
| NSF ITEST: Innovative Tech Experiences for Students/Teachers | ITEST is an applied research and development program providing direct student learning opportunities in pre-kindergarten through high school. ITEST seeks proposals that pursue innovative instructional approaches and practices. | August 13, 2021. Submit through research.gov | DRLITEST@nsf.gov |
| NSF Cyberlearning for Work at the Human-Tech Frontier | Funds exploratory and synergistic research in learning technologies to prepare learners to excel in work at the human-technology frontier. | October 18, 2021 | Cyberlearning-WHTF@nsf.gov |
| NSF DRK-12 | Seeks to enhance the learning and teaching of STEM by preK-12 students and teachers, through research and | October 6th, 2021. Submissions through research.gov | drlr12@nsf.gov |

Federal Funding Opportunities for Game-Based Approaches
Updated May 2021

| | | | |
|-------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------|
| Discovery Research PreK-12 | development of STEM education innovations and approaches. | | |
| NSF Computer Science for All | This program aims to provide all U.S. students the opportunity to participate in computer science education in their schools at the preK-12 levels. . This solicitation focuses on research and researcher-practitioner partnerships. | Deadline: February 9th, 2022 | Jeffrey Forbes jforbes@nsf.gov |
| NSF SBIR Program | Up to \$1.5M for high risk technical R&D of informational technology products that are commercially viable and are directed towards strong societal benefits. | Varying LOI submission deadlines, please view their site for details. | Dr Diane Hickey dhickey@nsf.gov |