Federal Funding Opportunities for Game-Based Approaches
Updated March, 2025

Program	Key Information	Timeline	Contact
DHS **Center for Prevention Programs and Partnerships (CP3) – Targeted Violence and Terrorism Prevention (TVTP) Grant Program**	$18 M in available funding. The FY24 Targeted Violence and Terrorism Prevention (TVTP) Grant Program and Notice of Funding Opportunity (NOFO) seeks to provide funding to implement local prevention frameworks and explore innovative approaches to preventing targeted violence and terrorism	Application now closed Next competition expected spring 2025 (FY 2025) More information	femago@fema.dhs.gov
ED **Ready to Learn Programming**	$31M for public telecommunications entities to create and distribute educational television and digital media for children ages 2-8, especially those from low-income households.	Next competition expected Spring/Summer 2025	Brian Lekander Brian.Lekander@ed.gov Zabrina Lard Zabrina.Lard@ed.gov

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ED **ED/IES SBIR – Small Business Innovation Research**	$1.25M (2 grants) 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.	Currently open The proposal submission date and time is January 8, 2025, at 11 a.m. EST. More information	Edward Metz Edward.Metz@ed.gov Laurie Hobbs Laurie.Hobbs@ed.gov

ED
 	
 IES Research Grants Program
	$1.4M to $3.4M (mainly to universities or non-profits) for basic research, R&D of interventions and assessments, and evaluation across many topics in education.	Currently open
		 Deadline: March 14, 2025
		 -Education Research and Development Center Program (84.305C)
		
		 Deadline: March 7, 2025
		 -Research Training Programs in the Education Sciences (84.305B)
		
		 Grants Currently Closed:
		 -From Seedlings to Scale Grants Program (84.305J)
		 -Research Networks Focused on Critical Problems of Education Policy and Practice (84.305N)
		 -Statistical and Research Methodology in Education (84.305D)
		
		 More information
			(84.305C)
			 - Dr. Corinne Alfeld
			   Corinne.Alfeld@ed.gov
			
			 - Dr. Meredith Larson
			   Meredith.Larson@ed.gov

ED **Stepping-up Technology Implementation (84.327S)**	$2,000,000 (Total) for an estimated 5 awards The purpose of the Educational Technology, Media, and Materials for Individuals with Disabilities Program (ETechM2 Program) is to improve results for children with disabilities	Coming soon	Anita Vermeer Anita.Vermeer@ed.gov
ED **OSEP Tech Funding Opportunity 327D (Educational Materials in Accessible Formats for Eligible Children and Students with Disabilities)**	Educational Technology, Media, and Materials for Individuals with Disabilities (ETechM2) Program are to improve results for children with disabilities. $9M (1 grant) to improve learning opportunities by promoting the development, supporting educational activities, providing support for captioning and providing accessible educational material (AEM)	Competition closed	Carlene Reid Carlene.Reid@ed.gov
ED **OSEP Tech Funding Opportunity 327N (Captioned and Described Educational Media Center)**	$2 M per year/5 years (1 grant) to oversee the selection, acquisition, captioning, audio description and distribution of educational media and materials through a free loan service for eligible users.	Competition closed	Carlene Reid Carlene.Reid@ed.gov

ED **IES Special Education Grants Program**	$1.7M-$4M (mainly to universities or non-profits) for basic research, R&D of interventions and assessments, and evaluation across many topics in special education.	Funding opportunities will be released in the late spring. Currently there is no public information about our next funding competition.	Amy Sussman, Ph.D. Amy.Sussman@ed.gov Courtney Pollack, Ed.D. Courtney.Pollack@ed.gov Akilah Swinton Nelson, Ph.D. Akilah.Nelson@ed.gov For Technology related applications contact Sarah.Brasiel@ed.gov
IMLS **Museums for America**	$5 to $300K for projects that strengthen the ability of an individual museum to serve its public. Lifelong Learning category.	Closed for FY2025. FY2026 will open in August 2025. Deadline: Nov 14, 2025	Helen Wechsler hwechsler@imls.gov Jessica Ottley jottley@imls.gov Sarah Glass sglass@imls.gov Mark Feitl mfeitl@imls.gov

IMLS **National Leadership Grants for Museums Program**	$50K to $750 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.	Closed for FY2025. FY2026 will open in August 2025. Deadline: Nov 14, 2025	Helen Wechsler hwechsler@imls.gov
IMLS **National Leadership Grants for Libraries Program**	$50K to $1M for projects that support critical needs of the library and archives fields and have the potential to advance practice and strengthen library and archival services for the American public.	Closed for FY2025 FY2026 will open in July 2025. Deadline: September, 2025	Erin Barsan ebarsan@imls.gov Jill Connors-Joyner jconnors-joyner@imls.gov Sarah Fuller sfuller@imls.gov James Neal jneal@imls.gov Dr. Ashley Sands asands@imls.gov

NASA **Annual International Space Apps**	Hackathon for coders, scientists, gamers, designers, storytellers ,akers, 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	Closed for 2024 Winners will be announced January 16, 2025 More information	Shobhana Gupta, PhD shobhana.gupta@nasa.gov General inquiries info@spaceappschallenge.org
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. Webinar Recording: UPDATED FY26 Grants for Arts Projects (GAP) Guidelines Webinar	Two funding cycles: - March cycle's deadline: March 11, 2025 11:59 pm ET - July cycle's deadline: July 10, 2025 More information: Webinars and office hours	Varies by discipline, see agency contacts list

| NEA [Our Town](#) | Our Town requires a partnership between a local government agency (or quasi-government agency) to work in partnership with a nonprofit entity to provide leadership for the project. Our Town funding supports arts, design, and cultural activities that aim to strengthen local communities, often in physical, economic, and/or social ways. The partnership requirement is fundamental to the program.

If you are interested in learning more about the Our Town program and creative placemaking projects around the country, you can visit [creativeplacemaking.us](#). More on the NEA's approach to creative placemaking can be found on our site under the [IMPACT](#) tab.

Examples of funded Our Town projects through the [NEA's recent grant search](#). Select "Our Town" in the categories drop-down menu to see these awards specifically. | FY26 Our Town grant guidelines are anticipated to be released in the Spring, likely April or May (If there are applicant Q&A sessions and a grant guideline webinar, they will likely take place in June and July.)

FYI: FY2025 [More information here](#) | Email Our Staff, OT@arts.gov |

NEH **Digital Projects for the Public**	$30,000 - $400,000 to support projects that interpret and analyze humanities content in primarily digital platforms and formats. The projects must be designed to attract broad public audiences and incorporate sound humanities scholarship.	Application available (anticipated) March 11, 2025 Next deadline (anticipated) June 11, 2025 Expected notification date December 20, 2025 Project start date February 1, 2026 - September 1, 2026	Jeff Hardwick jhardwick@neh.gov; Marc Ruppel mruppel@neh.gov Division of Public Programs Team publicpgms@neh.gov
NIH **Interactive Digital Media(IDM) STEM SBIR, PAR-23-213** **(previously PAR-20-244)**	$2.1M/3 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community.	New/Renewal/Resubmission/ Revision (as allowed) dates: -CLOSED for FY24 -September 05, 2025	General Grants Information: GrantsInfo@nih.gov Tony Beck Beckl@mail.nih.gov
NIH **Science Education Partnership Award (SEPA)**	$1.35M/5 years for: development of innovative educational activities for P-12 teachers and students or interactive science center/museum health exhibits.	Applications closed '24 FY26 anticipated deadline: June 6, 2025	General Grants Information: GrantsInfo@nih.gov Check Scientific/Research contacts on the page

NIH **[Omnibus Solicitation for Small Business Innovation Research Grant Applications](#)**	$1.75M/2/5 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community	Applications open Applications Due Date: April 05, 2025	NIH SEED (Small Business Education and Entrepreneurial Development) SEEDinfo@nih.gov
NSF **[ECR](#)** **[EHR Core Research](#)**	$500,000 to $2,500,000 to support 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**	Applications open Deadline: October 2, 2025 (First Thursday in October, Annually Thereafter)	ECR@nsf.gov
NSF **[ECR: BCSER: EHR Core Research (ECR): Building Capacity in STEM](#)**	$12M total for all awards 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.	Applications open Deadline: February 28, 2025 (Fourth Friday in February, Annually Thereafter)	ECRBCSER@nsf.gov

NSF **ITEST** **Innovative Tech Experiences for Students/Teachers**	$25-30M total for all awards 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.	Application archived Previous Guidelines	DRLITEST@nsf.gov
NSF **Future of Work at the Human-Technology Frontier: Core Research (FW-HTF)**	$1M- 2M Funds exploratory and synergistic research in learning technologies to prepare learners to excel in work at the human-technology frontier.	Applications archived Previous Guidelines	fwhtf-contacts@nsf.gov
NSF **DRK-12** **Discovery Research PreK-12**	$50M total in awards Seeks to enhance the learning and teaching of STEM by preK-12 students and teachers, through research and development of STEM education innovations and approaches.	Applications open Deadline: November 12 2025 (Second Wednesday in November, Annually Thereafter)	DRLDRK12@nsf.gov

NSF **CSforAll: RPP** **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 researcher-practitioner partnerships.	Applications open Deadline: February 12, 2025 (Second Wednesday in February, Annually Thereafter)	Jeffrey Forbes jforbes@nsf.gov Michael Ford miford@nsf.gov Allyson Kennedy aykenned@nsf.gov Fengfeng Ke fke@nsf.gov Margaret Hjalmarson mhjalmar@nsf.gov
DOS **Designing for Democratic Resilience and Renewal**	$1M total Drawing on the science of prebunking and the popularity and penetration of video games, the implementer will develop an evergreen game in a sandbox platform, with an existing fan base, in which participants play a game that builds cognitive resilience to authoritarianism and promotes democratic norms and values. The game will increase player skepticism of foreign propaganda and disinformation by increasing player media literacy and digital safety.	Applications now closed Previous deadline: May 22, 2024	GEC-Programs@state.gov

DOS **Synthetic Media Literacy and Digital Safety Curricula, Public Service Announcement Campaign, and Conference**	$1M total Drawing on the science of prebunking, the growing danger from synthetic media, and the popularity and penetration of online games and social media, the implementer will develop media literacy and digital safety curricula and organize three public service announcement (PSA) campaigns targeting students, parents, and educators in Ukraine. Afterwards, the implementer will organize a conference in Eastern Europe on synthetic media literacy.	Applications now closed Previous deadline: May 22, 2024	GEC-Programs@state.gov
DOS **Establishing Ukrainian eSports Counter Disinformation Teams and Tournament**	$250k total Leveraging the popularity and penetration of video games in Eastern Europe, the implementer will develop an eSports program at American Spaces in Ukraine. eSports athletes will need professional training to form a talent pipeline to professional teams in Ukraine. In tandem with traditional eSports training, these athletes will receive	Applications now closed Previous deadline: May 22, 2024	GEC-Programs@state.gov

	counter-disinformation/conflict resolution training to confront foreign propaganda and disinformation in competitive online gaming spaces. The project will culminate with an eSports tournament and coalition-building event on the sidelines of the tournament.		
DOS **Foreign Propaganda and Disinformation in Gaming Research and Convening**	$300k total GEC seeks to understand through quantified and qualified research the scope and scale of foreign propaganda and disinformation occurring in games and game-adjacent platforms in Eastern Europe. After completing the research, the implementer will organize a convening of governments, industry, and civil society to share the report and to discuss the findings and other related research.	Applications now closed Previous deadline: May 22, 2024	GEC-Programs@state.gov