

Federal Funding Opportunities for Game-Based Approaches
Updated May 2020

Program	Key Information	Timeline	Contact
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.	Next RFP: Early 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.	OPEN NOW – LOI due June 11, 2020	Christina Chinn Christina.Chhin@ed.gov
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.	OPEN NOW – LOI due June 11, 2020	Sarah Brasiel Sarah.Brasiel@ed.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.	OPEN NOW - LOI due May 15, 2020	Brian Lekander Brian.Lekander@ed.gov
ED OSEP Stepping Up Technology Implementation	\$1.5M (3 grants, \$500,000 each per year/5 years) to effectively implement research- based technology tools that benefit students with disabilities and develop and disseminate products for a broad range of schools.	CLOSED - Next RFA TBD	Terry Jackson terry.jackson@ed.gov
ED OSEP National Center on Accessible Educational Materials for Learning	\$1.2M per year for 5 years to provide TA to increase the capacity of stakeholders to use AEM and related technologies.	CLOSED – Next RFA To Be Determined	Tara Courchaine tara.courchaine@ed.gov

<p>EPA Environmental Education Grants Program</p>	<p>Pool of \$3M for locally focused environmental education projects to receive funding under the 2020 Environmental Education Grant Program.</p>	<p>CLOSED Next Deadline TBA</p>	<p>EEgrants@epa.gov</p>
<p>HHS/ACL/NIDILRR SBIR</p>	<p>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 with all types of disabilities across the age span.</p>	<p>OPEN NOW DEADLINE: June 10, 2020</p>	<p>Brian.Bard@acl.hhs.gov</p>
<p>IMLS Museums for America</p>	<p>\$5 to \$250K for projects that strengthen the ability of an individual museum to serve its public. Lifelong Learning category.</p>	<p>Next NOFO: November 16, 2020</p>	<p>Helen Wechsler hwechsler@imls.gov</p>
<p>IMLS National Leadership Program</p>	<p>\$50K to \$1M 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. Digital Platforms and Applications category.</p>	<p>Next NOFO: November 16, 2020</p>	<p>Helen Wechsler hwechsler@imls.gov</p>
<p>NEA <u>Grants for Arts Projects</u></p>	<p>\$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.</p>	<p>Next Deadline: July 9, 2020</p>	<p><u>Varies by discipline, see agency contacts list</u></p>
<p>NEA Our Town</p>	<p>\$25,000 – \$200,000 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.</p>	<p>Next Deadline: August 6, 2020</p>	<p>Email Our Staff, OT@arts.gov</p>

<p>NEH Digital Projects for the Public</p>	<p>\$30,000 - \$300,000 to supports 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.</p>	<p>OPEN: Deadline June 10, 2020</p>	<p>Jeff Hardwick jhardwick@neh.gov; Marc Ruppel mruppel@neh.gov</p>
<p>NIH Omnibus Solicitation for Small Business Innovation Research Grant Applications</p>	<p>\$1.75M/2/5 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community</p>	<p>OPEN NOW Due dates: January 5, April 5, September 5 each year</p>	<p>Tony Beck Beckl@mail.nih.gov</p>
<p>NIH Interactive Digital Media STEM (SBIR/STTR)</p>	<p>\$1.75M/2.5 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community.</p>	<p>To Be Determined</p>	<p>Tony Beck Beckl@mail.nih.gov</p>
<p>NIH Science Education Partnership Award, PAR-20-153</p>	<p>\$1.35M/5 years for: development of innovative educational activities for P-12 teachers and students or interactive science center/museum health exhibits.</p>	<p>OPEN NOW Due dates: July 14, 2020; July 13, 2021; July 13, 2022</p>	<p>Tony Beck Beckl@mail.nih.gov</p>
<p>NSF ECR EHR Core Research</p>	<p>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</p>	<p>OPEN NOW Deadline October 1, 2020</p>	<p>ECR@nsf.gov</p>
<p>NSF ECR: BCSE: EHR Core Research (ECR): Building Capacity in STEM</p>	<p>ECR: BCSE supports activities that enable early and mid-career researchers to acquire the requisite expertise and skills to conduct rigorous fundamental research in STEM education.</p>	<p>NEXT DEADLINE: February 26, 2021</p>	<p>ECRBCSER@nsf.gov</p>

<p>NSF CSforAll: RPP Computer Science for All</p>	<p>This program aims to provide <i>all</i> 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.</p>	<p>NEXT DEADLINE: February 10, 2021</p>	<p>Jeffrey Forbes jforbes@nsf.gov</p>
<p>NSF Cyberlearning for Work at the Human-Technology Frontier</p>	<p>Funds exploratory and synergistic research in learning technologies to prepare learners to excel in work at the human-technology frontier.</p>	<p>NEXT DEADLINE: November 11, 2021</p>	<p>Cyberlearning-WHTF@nsf.gov</p>
<p>NSF ITEST Innovative Tech Experiences for Students/Teachers</p>	<p>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.</p>	<p>OPEN: Deadline 8/14/20</p>	<p>DRLITEST@nsf.gov</p>
<p>NSF DRK-12 Discovery Research PreK-12</p>	<p>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.</p>	<p>Next Deadline: October 7, 2020</p>	<p>drlrck12@nsf.gov</p>
<p>NSF AISL Advancing Informal STEM Learning</p>	<p>The AISL program seeks to advance new approaches to and evidence-based understanding of the design and development of STEM learning opportunities for the public in informal environments.</p>	<p>TO BE DETERMINED</p>	<p>drlaisl@nsf.gov</p>
<p>NSF SBIR Program</p>	<p>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. SBIR COVID19 Response Page</p>	<p>Varying LOI submission deadlines</p>	<p>Peter Atherton PATHERTO@nsf.gov</p>

<p>NASA Earth Science Division</p>	<p>Space Apps COVID-19 Challenge: Global Virtual Hackathon inviting participants to use data from NASA, ESA, and JAXA to address the COVID-19 pandemic</p>	<p>Event: May 30-31st, 2020, Registration open now.</p>	<p>Shobhana Gupta, PhD shobhana.gupta@nasa.gov</p>
<p>NASA Earth Science Division</p>	<p>Annual International Space Apps Challenge: 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.</p>	<p>Event: October 2-4, 2020, Application to host a Space Apps event in your city open now.</p>	<p>Shobhana Gupta, PhD shobhana.gupta@nasa.gov</p>