

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

Program	Key Information	Timeline	Contact
<p>DHS</p> <p><u>Center for Prevention Programs and Partnerships (CP3) – Targeted Violence and Terrorism Prevention (TVTP) Grant Program</u></p>	<p>\$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</p>	<p>Application now closed</p> <p>Next competition expected spring 2025 (FY 2025)</p> <p><u>More information</u></p>	<p><u>femago@fema.dhs.gov</u></p>
<p>ED</p> <p><u>Ready to Learn Programming</u></p>	<p>\$29.5M for public telecommunications entities to create and distribute educational television and digital media for children ages 2-8, especially those from low-income households.</p>	<p>No funds currently available.</p> <p>Next competition expected summer 2025 (FY 2025)</p>	<p>Brian Lekander <u>Brian.Lekander@ed.gov</u></p>

<p>ED</p> <p>ED/IES SBIR – Small Business Innovation Research</p>	<p>\$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.</p>	<p>Currently open The proposal submission date and time is January 8, 2025, at 11 a.m. EST.</p> <p>More information</p>	<p>Edward Metz Edward.Metz@ed.gov</p> <p>Laurie Hobbs Laurie.Hobbs@ed.gov</p>
<p>ED</p> <p>IES Research Grants Program</p>	<p>\$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.</p>	<p>Currently open Deadline: March 14, 2025 -Education Research and Development Center Program (84.305C)</p> <p>Deadline: March 7, 2025 -Research Training Programs in the Education Sciences (84.305B)</p> <p>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)</p> <p>More information</p>	<p>(84.305C)</p> <p>- Dr. Corinne Alfeld Corinne.Alfeld@ed.gov</p> <p>- Dr. Meredith Larson Meredith.Larson@ed.gov</p>

<p>ED</p> <p><u>Stepping-up Technology Implementation (84.327S)</u></p>	<p>\$2,000,000 (Total) for an estimated 5 awards</p> <p>The purpose of the Educational Technology, Media, and Materials for Individuals with Disabilities Program (ETechM2 Program) is to improve results for children with disabilities</p>	<p>Coming soon</p>	<p>Anita Vermeer <u>Anita.Vermeer@ed.gov</u></p>
<p>ED</p> <p><u>OSEP Tech Funding Opportunity 327D (Educational Materials in Accessible Formats for Eligible Children and Students with Disabilities)</u></p>	<p>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)</p>	<p>Competition closed</p>	<p>Carlene Reid <u>Carlene.Reid@ed.gov</u></p>
<p>ED</p> <p><u>OSEP Tech Funding Opportunity 327N (Captioned and Described Educational Media Center)</u></p>	<p>\$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.</p>	<p>Competition closed</p>	<p>Carlene Reid <u>Carlene.Reid@ed.gov</u></p>

<p>ED IES Special Education Grants Program</p>	<p>\$5M (mainly to universities or non- profits) for basic research, R&D of interventions and assessments, and evaluation across many topics in special education.</p>	<p>Application closed '25 Special Education Research Grants Program (FY 2025) — 84.324A</p> <p>More information</p>	<p>Amy Sussman, Ph.D. Amy.Sussman@ed.gov</p> <p>Courtney Pollack, Ed.D. Courtney.Pollack@ed.gov</p> <p>Akilah Swinton Nelson, Ph.D. Akilah.Nelson@ed.gov</p> <p>For Technology related applications contact Sarah.Brasiel@ed.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>FY 2025 open Deadline: Nov 15, 2024</p>	<p>Helen Wechsler hwechsler@imls.gov</p> <p>Jessica Ottley jottley@imls.gov</p> <p>Sarah Glass sglass@imls.gov</p> <p>Mark Feitl mfeitl@imls.gov</p>

<p>IMLS <u>National Leadership Grants for Museums Program</u></p>	<p>\$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.</p>	<p>FY 2025 open Deadline: Nov 15, 2024</p>	<p>Helen Wechsler <u>hwechsler@imls.gov</u></p>
<p>IMLS <u>National Leadership Grants for Libraries Program</u></p>	<p>\$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.</p>	<p>Closed for FY2025 Previous deadline: September 20, 2024</p>	<p>Erin Barsan <u>ebarsan@imls.gov</u></p> <p>Jill Connors-Joyner <u>jconnors-joyner@imls.gov</u></p> <p>Sarah Fuller <u>sfuller@imls.gov</u></p> <p>James Neal <u>jneal@imls.gov</u></p> <p>Dr. Ashley Sands <u>asands@imls.gov</u></p>

<p>NASA Annual International Space Apps</p>	<p>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>Closed for 2024 Winners will be announced January 16, 2025</p> <p>More information</p>	<p>Shobhana Gupta, PhD shobhana.gupta@nasa.gov</p> <p>General inquiries info@spaceappschallenge.org</p>
<p>NEA Grants for Arts Projects</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>Two funding cycles: - Feb cycle's deadline: February 13, 2025</p> <p>- July cycle's deadline: July 10, 2025</p> <p>More information: Webinars and office hours</p>	<p>Varies by discipline, see agency contacts list</p>
<p>NEA Our Town</p>	<p>\$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.</p>	<p>Closed Previous deadline: August 15, 2024 Expected to reopen in summer 2025</p> <p>More information here</p>	<p>Email Our Staff, OT@arts.gov</p>

<p>NEH Digital Projects for the Public</p>	<p>\$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.</p>	<p>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</p>	<p>Jeff Hardwick jhardwick@neh.gov; Marc Ruppel mruppel@neh.gov</p> <p>Division of Public Programs Team publicpgms@neh.gov</p>
<p>NIH Interactive Digital Media(IDM) STEM SBIR, PAR-23-213 <previously <a="" href="#">PAR-20-244)</previously></p>	<p>\$2.1M/3 years for IDM STEM resources that address P-12 student career choice or health and medicine topics for the community.</p>	<p>New/Renewal/Resubmission/ Revision (as allowed) dates: -CLOSED for FY24 -September 05, 2025</p>	<p>General Grants Information: GrantsInfo@nih.gov</p> <p>Tony Beck Beckl@mail.nih.gov</p>
<p>NIH Science Education Partnership Award (SEPA)</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>Applications closed '24 FY26 anticipated deadline: June 6, 2025</p>	<p>General Grants Information: GrantsInfo@nih.gov</p> <p>Check Scientific/Research contacts on the page</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>Applications open Applications Due Date: April 05, 2025</p>	<p>NIH SEED (Small Business Education and Entrepreneurial Development) SEEDinfo@nih.gov</p>
<p>NSF ECR EHR Core Research</p>	<p>\$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</p>	<p>Applications open Deadline: October 2, 2025 (First Thursday in October, Annually Thereafter)</p>	<p>ECR@nsf.gov</p>
<p>NSF ECR: BC SER: EHR Core Research (ECR): Building Capacity in STEM</p>	<p>\$12M total for all awards ECR: BC SER 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>Applications open Deadline: February 28, 2025 (Fourth Friday in February, Annually Thereafter)</p>	<p>ECRBCSER@nsf.gov</p>

<p>NSF <u>ITEST</u> <u>Innovative Tech Experiences for Students/Teachers</u></p>	<p>\$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.</p>	<p>Application archived <u>Previous Guidelines</u></p>	<p><u>DRLITEST@nsf.gov</u></p>
<p>NSF <u>Future of Work at the Human-Technology Frontier: Core Research (FW-HTF)</u></p>	<p>\$1M- 2M Funds exploratory and synergistic research in learning technologies to prepare learners to excel in work at the human-technology frontier.</p>	<p>Applications archived <u>Previous Guidelines</u></p>	<p><u>fwhtf-contacts@nsf.gov</u></p>
<p>NSF <u>DRK-12</u> <u>Discovery Research PreK-12</u></p>	<p>\$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.</p>	<p>Applications open Deadline: November 12 2025 (Second Wednesday in November, Annually Thereafter)</p>	<p><u>DRLDRK12@nsf.gov</u></p>

<p>NSF <u>CSforAll: RPP</u> <u>Computer Science for All</u></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>Applications open Deadline: February 12, 2025 (Second Wednesday in February, Annually Thereafter)</p>	<p>Jeffrey Forbes <u>jforbes@nsf.gov</u> Michael Ford <u>miford@nsf.gov</u> Allyson Kennedy <u>aykenned@nsf.gov</u> Fengfeng Ke <u>fke@nsf.gov</u> Margaret Hjalmarson <u>mhjalmar@nsf.gov</u></p>
<p>DOS <u>Designing for Democratic Resilience and Renewal</u></p>	<p>\$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.</p>	<p>Applications now closed Previous deadline: May 22, 2024</p>	<p><u>GEC-Programs@state.gov</u></p>

<p>DOS <u>Synthetic Media Literacy and Digital Safety Curricula, Public Service Announcement Campaign, and Conference</u></p>	<p>\$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.</p>	<p>Applications now closed Previous deadline: May 22, 2024</p>	<p><u>GEC-Programs@state.gov</u></p>
<p>DOS <u>Establishing Ukrainian eSports Counter Disinformation Teams and Tournament</u></p>	<p>\$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</p>	<p>Applications now closed Previous deadline: May 22, 2024</p>	<p><u>GEC-Programs@state.gov</u></p>

	<p>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.</p>		
<p>DOS <u>Foreign Propaganda and Disinformation in Gaming Research and Convening</u></p>	<p>\$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.</p>	<p>Applications now closed Previous deadline: May 22, 2024</p>	<p><u>GEC-Programs@state.gov</u></p>