Federal Funding Opportunities for Game-Based Approaches
Updated June 2024

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 Previous application submission deadline: 5/17/24 Next competition expected spring 2025 (FY 2025) More information	femago@fema.dhs.gov
ED **Ready to Learn Programming**	$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.	No funds currently available. Next competition expected summer 2025 (FY 2025)	Brian Lekander Brian.Lekander@ed.gov

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 closed The next opportunity for Phase IA, Phase IB, and Direct to Phase II funding will be available in FY 2025, with solicitations likely to be released in late 2024. [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.	Current grants open August 15, 2024 deadline: -[From Seedlings to Scale Grants Program (84.305J)](#) -[Research Networks Focused on Critical Problems of Education Policy and Practice (84.305N)](#) Current grants open September 12, 2024 deadline: -[Statistical and Research Methodology in Education (84.305D)](#) Grants Currently Closed: -Special Education Research and Development Center (84.324C) -Research Training Programs in the Education Sciences	Christina Chhin Christina.Chhin@ed.gov

		(84.305B) [More information](#)		
ED **[OSEP Tech Funding Opportunity 327S (Stepping Up Technology Implementation)](#)**	84.327S - $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.	Competition closed		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](#)	$5M (mainly to universities or non- profits) for basic research, R&D of interventions and assessments, and evaluation across many topics in special education.	Application closed '24 [Special Education Research Grants Program (FY 2024) — 84.324A](#) | [Research Training Programs in Special Education (FY 2024) — 84.324B](#) | [Special Education Research and Development Center (FY 2024) — 84.324C](#) Expected to reopen fall to winter 2024	More information, including contact information, is on each specific opportunity website For Technology related applications contact Sarah.Brasiel@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.	FY 2025 open Deadline: Nov 15, 2024	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.	FY 2025 open Deadline: Nov 15, 2024	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.	FY 2025 open; Notice of Funding Opportunity not yet available Deadline: Preliminary Proposals on September 20, 2024, and invited Full Proposals on March 20, 2025	Erin Barsan ebarsan@imls.gov Jill Connors-Joyner jconnors-joyner@imls.gov Sarah Fuller sfuller@imls.gov James Neal jneal@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	Registration opens July 18, 2024 Challenge starts October 5, 2024 and ends October 6 Winners announced January 2025 Local lead applications closed June 15, 2024 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.	2024: Second Grant Deadline Part 1 – Submit to Grants.gov: July 11, 2024 at 11:59 p.m., Eastern Time Part 2- Submit to Applicant Portal: July 16-23, 2024 at 11:59 p.m., Eastern Time Earliest Start Date for Proposed Project: June 1, 2025 More information here	Varies by discipline, see agency contacts list

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.	Applications '25 open August 1, 2024 Deadline: August 15, 2024 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.	Renewal/Resubmission/ Revision (as allowed) dates: -September 05, 2024 -September 05, 2025	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	Tony Beck Beckl@mail.nih.gov
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 closed April 5, 2024	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**	OPEN NOW Deadline: October 3th, 2024	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.	Deadline: February 28, 2025	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	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 closed: March 30th, 2023	fwhtf-contacts@nsf.gov

NSF **DRK-12** **Discovery Research PreK-12**	$60M 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 13th, 2024	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	Jeffrey Forbes jforbes@nsf.gov Michael Ford miford@nsf.gov Allyson Kennedy aykenned@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	Applications now closed Previous deadline: May 22, 2024	GEC-Programs@state.gov

	propaganda and disinformation by increasing player media literacy and digital safety.		
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	Applications now closed Previous deadline: May 22, 2024	GEC-Programs@state.gov

	pipeline to professional teams in Ukraine. In tandem with traditional eSports training, these athletes will receive 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