

# Video Game Grants & Scholarships

## Grants

### **ART WORKS: Media Arts**

The National Endowment for the Arts offers grants to support the development, production, and distribution of innovative projects that demonstrate media as art and media about the arts. The programs three goals includes: Creation, Engagement, Learning, and Livability. The most prominent video game grant providers.

**Website:** <http://arts.gov/grants-organizations/art-works/media-arts>

### **Chapter and SIG Grants- IGDA Foundation**

As an organization, one of the cornerstones of the IGDA Foundation is supporting the mission of the IGDA, and the most obvious way it does that is by offering financial support to the projects being undertaken by the IGDA community around the world. IGDA Foundation does this by offering grants to Chapters and Special Interest Groups of the IGDA, in order to assist with specific projects that will be of benefit to developers who are part of those groups.

**Website:** <http://igdafoundation.org/index.php/grants/>

### **Educational Technology, Media, and Materials for Individuals with Disabilities: Stepping-up Technology**

The purposes of the Educational Technology, Media, and Materials for Individuals with Disabilities Program are to: (1) Improve results for students with disabilities by promoting the development, demonstration, and use of technology; (2) support educational activities designed to be of educational value in the classroom for students with disabilities; (3) provide support for captioning and video description that is appropriate for use in the classroom; and (4) provide accessible educational materials to students with disabilities in a timely manner.

**Website:** <http://www2.ed.gov/fund/grant/apply/grantapps/index.html>  
<http://www2.ed.gov/programs/oseptms/applicant.html>

### **ESA Foundation Grant Application Information**

The ESA Foundation is dedicated to supporting positive programs and opportunities that make a difference in the lives of America's youth. The Foundation seeks to harness the collective power of the interactive entertainment industry to create positive social impact in our communities. It supports geographically diverse projects and programs that benefit American boys and girls of all races and religions.

**Website:** <http://www.esafoundation.org/application.asp>

**Ludus Project Grant**

Awarded to US-based nonprofit organizations working on research or education projects that involve digital literacy, games-based learning (GBL), serious games, persuasive games, or games for health. Grants may be up to \$5,000 per project. The Foundation, in its sole discretion, will award grants up to \$5,000 to qualified public charitable and educational organizations to promote innovative education projects.

**Website:** <http://ludusproject.org/#!/grant>

**MacArthur Foundation**

MacArthur develops grant-making strategies designed to meet very specific goals.

**Website:** <http://www.macfound.org/info-grantseekers/>

**Media Projects: Development Grants**

Development grants enable media producers to collaborate with scholars to develop humanities content and to prepare programs for production. Grants should result in a script or a design document and should also yield a detailed plan for outreach and public engagement in collaboration with a partner organization or organizations. Production grants support the production and distribution of digital projects, films, television programs, radio programs, and related programs that promise to engage the public. See application guidelines for Production Grants.

**Website:** <http://www.federalgrants.com/Americas-Media-Makers-Development-Grants-20627.html>

**National Center for Complimentary and Integrative Health**

Research on the efficacy and safety of complementary approaches (e.g., mindfulness/meditative approaches, yoga, tai chi) for pain management or for emotional regulation, using traditional or novel approaches involving new and emerging technologies (social media, device apps, smartphones, video games, virtual reality) are high priority research areas for the NCCIH.

**Website:** <https://nccih.nih.gov/grants/funding>

**STEM + Computing Partnerships (STEM+C)**

The STEM-C (Science, Technology, Engineering and Mathematics, including Computing) Partnerships program is a major research and development effort of two NSF Directorates, the Directorate for Education and Human Resources (EHR) and the Directorate for Computer and Information Science and Engineering (CISE), which supports innovative partnerships to improve teaching and learning in science, technology, engineering, and mathematics (STEM) disciplines. STEM-C Partnerships combines and advances the efforts of both the former Math and Science Partnership (MSP) and the former Computing Education for the 21st Century (CE21) programs. NSF aims to inspire and motivate the next generation of that workforce, while ensuring that it has the skills, competencies, and preparation to be successful.

**Website:** [https://www.nsf.gov/funding/pgm\\_summ.jsp?pims\\_id=505006](https://www.nsf.gov/funding/pgm_summ.jsp?pims_id=505006)

# Scholarships

## **Emagination's Rick Goodman Scholarship Program**

Emagination Game Design exists to give high school "gamers" the chance to take part in an intensive summer game design educational program. Youth designers even get the chance to show off their creations to professional game developers. College bound game designers and developers benefit from Emagination's Rick Goodman Scholarship Program. Talented and motivated students pursuing game design credentials earn tuition scholarships from the Goodman Program.

**Website:** <http://www.computercamps.com/tech-camps/game-design-camp-for-teens/info-for-parents/>

## **ESA Foundation Scholarship Program**

In 2007 the ESA Foundation established a scholarship program to assist women and minority students who are pursuing degrees leading to careers in Computer & Video Game Arts. In 2009 it extended this opportunity to graduating high school seniors and doubled the amount of awards granted from 15 to 30. The scholarships are offered for full-time undergraduate study at accredited four-year colleges and universities in the USA. Up to 30 scholarships of \$3,000 each will be awarded annually, 15 to graduating high school seniors and 15 to current college students.

**Website:** <http://www.esafoundation.org/scholarship.asp>

## **Eric Dybsand Memorial AI Scholarship**

Eric Dybsand was a pillar of the development community, warm and welcoming to all and in his honor each year, AI developers gather during GDC. One student with an interest in AI is chosen to be the recipient of the Eric Dybsand Memorial AI Scholarship, receiving the welcome and attention that Eric freely gave to others. The Dybsand Scholar receives all of the benefits of the core IGDA Scholarship program, studio tours, VIP opportunities and so forth.

**Website:** <http://igdafoundation.org/index.php/programs/igda-scholarships/eric-dybsand-memorial-ai-scholarship/>

## **Gamers In Real Life (G.I.R.L.) Game Design Scholarship**

Through the G.I.R.L. scholarship program, SOE will award one winner with a \$10,000 scholarship to be applied towards tuition, room and board, and other educational expenses at the winner's college or university. In addition to the cash prize, the winner will also be given the opportunity to be hired as a paid intern for up to 10 weeks at SOE's headquarters in San Diego for hands-on experience working on award-winning franchises, including PlanetSide® and EverQuest®.

**Scholarship Info:** [https://www.cappex.com/scholarship/listings/Gamers-In-Real-Life-\(GIRL\)-Game-Design-Competition-Scholarship-Program/-s-d-37792](https://www.cappex.com/scholarship/listings/Gamers-In-Real-Life-(GIRL)-Game-Design-Competition-Scholarship-Program/-s-d-37792)

## **IGDA Scholarship**

The scholarships are awarded to the most promising students studying anything related to game development. Scholars still receive an all-access pass, just like they always have, but now it also includes a lot more - mentorship from members of industry, opportunities to visit local studios or even meeting with senior figures in the industry.

**Website:** <http://scholars.igdafoundation.org/>

### **The Indie Fund**

The Indie Fund is always looking for new games to support.

**Website:** <http://indie-fund.com/>

### **Mark Beaumont Scholarship Fund**

This scholarship has been established to support students who are pursuing careers specializing in the business of interactive entertainment. Possible career paths for Mark Beaumont applicants include (but are not limited to) executive leadership, law, marketing, public relations, and business development.

**Website:** <http://www.interactive.org/foundation/scholarships.asp>

### **Randy Pausch Scholarship Fund**

This scholarship has been established to support students who are pursuing careers specializing in the development of interactive entertainment. Possible career paths for Randy Pausch applicants include (but are not limited to) art, animation, programming, engineering, game direction, game design, sound design, and music composition

**Website:** <http://www.interactive.org/foundation/scholarships.asp>

### **Penny Arcade Video Game Scholarship**

Each year it recognizes one student shown to have the most potential to positively impact the game industry via a \$10,000 academic scholarship. Thousands of applicants apply, but only the following have made it through.

**Website:** <http://www.penny-arcade.com/scholarship/>

### **The Game Industry Scholarship for Women**

Female gamers are under-represented in the field, so Southern Methodist University – Guildhall (SMU) launched a scholarship program benefiting women enrolled in game design programs. Provides educational funding for technology-oriented female college students. Applicants demonstrate a talent for game design, and increase their chances of winning by submitting essays articulating the contributions they hope to make to the gaming industry. Scholarships are valued up to the total outstanding tuition balance owed, after other financial aid has been applied.

**Website:** <http://www.smu.edu/guildhall>

## **Other**

### **The Games for Health Project**

Founded in 2004, the Games for Health Project supports the development of cutting-edge games and game technologies to improve health and health care. The project's annual Games for Health Conference is the leading meeting in its field. Over the course of three days, more than 400 attendees—including researchers, medical professionals, and game developers from Nintendo, TEDMED, the American Heart Association, and Lucasfilm—participate in more than 60 sessions featuring an international array of speakers.

**Website:** <http://www.rwjf.org/en/grants/grantees/GamesforHealth.html>