

## Digital Media Grants & Scholarships

Video Game • Animation • Extended Reality (XR) • Visual Effects (VFX)

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### GRANTS

#### **Alfred P. Sloan Foundation Grants**

<https://sloan.org/grants/apply>

In selecting projects for funding, the Foundation seeks proposals for original initiatives led by outstanding individuals or teams. We are interested in projects that have a high expected return to society, exhibit a high degree of methodological rigor, and for which funding from the private sector, government, or other foundations is not yet widely available.

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

<http://www2.ed.gov/programs/oseptms/applicant.html>

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.

#### **Epic Games MegaGrants**

<https://www.unrealengine.com/en-US/megagrants>

Epic Games has committed to providing financial grants to creative, noteworthy, and innovative projects built in and around Unreal Engine or projects that enhance the open-source 3D graphics ecosystem. Our average grants range from \$5,000 to \$250,000, with some extraordinary projects receiving up to \$500,000! Projects selected cover a variety of endeavors from game development, architecture projects, and film production, to educational uses and software tool development. No matter what size grant you receive, you will continue to own your IP and will be free to publish it however you wish.

#### **ESA Foundation Grants**

<https://esafoundation.org/grants/>

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. They support geographically diverse projects and programs that benefit American boys and girls of all races and religions.

### **Governor's Summer Merit Program**

<https://www.twc.texas.gov/programs/youth-programs>

Administered by TWC, the Governor's Summer Merit Program aims to inspire Texas youth to pursue STEM-related careers. The camps introduce campers to one or more of six industry clusters: advanced technologies and manufacturing, aerospace and defense, biotechnology and life sciences, information and computer technology, petroleum refining and chemical products, and energy. Grants provide the opportunity for nearly 1,100 students between the ages of 14 and 21 to attend camps that prepare them for future high-skill, high-demand jobs. Several camps are specifically targeted to encourage young women and minorities to pursue further education and careers in STEM fields.

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

<https://www.igdafoundation.org/gdc>

As an organization, one of the cornerstones of the International Game Developers Association 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.

### **IGDA Foundation Next Gen Leaders**

<https://www.igdafoundation.org/gdc>

The Next Gen Leaders program supports mid-career games industry professionals as they transition to leadership roles. Recipients will build on their current skill set and learn how to be more effective leaders through self-advocacy. Additionally, the Next Gen Leaders gain mentoring fundamentals to pave the way for talented aspiring professionals.

### **IGDA Foundation Velocity**

<https://www.igdafoundation.org/gdc>

Velocity serves professionals looking to transition into the game industry from another non-gaming related career or industry. This program is for people who have always wanted to work in the games industry but had limited access to education, jobs, or opportunities. Recipients will learn about ways to access jobs in the games industry including how to leverage their current talents, assess their transferrable experiences, and identify which skills to acquire.

### **MacArthur Foundation Grants**

<https://www.macfound.org/info-grantseekers/>

MacArthur supports people and organizations working to address a variety of complex societal challenges. Our grants are generally long-term, strategic investments, focused on building evidence about what works and finding solutions to often intractable problems. While some foundations work on a small number of issues, MacArthur is a multi-purpose, international foundation with grantmaking in multiple fields that are often inter-related.

### **National Endowment for the Humanities: Digital Projects for the Public**

<https://www.neh.gov/grants/public/digital-projects-the-public>

The Digital Projects for the Public program supports projects that interpret and analyze humanities content in primarily digital platforms and formats, such as websites, mobile applications and tours, interactive touch screens and kiosks, games, and virtual environments. The maximum award amount is \$30,000 for Discovery grants, \$100,000 for Prototyping grants, and \$400,000 for Production grants.

### **National Science Foundation STEM + Computing K-12 Education**

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

The STEM+C Program focuses on research and development of interdisciplinary and transdisciplinary approaches to the integration of computing within STEM teaching and learning for preK-12 students in both formal and informal settings. The STEM+C program supports research on how students learn to think computationally to solve interdisciplinary problems in science and mathematics. The program supports research and development that builds on evidence-based teacher preparation or professional development activities that enable teachers to provide excellent instruction on the integration of computation and STEM disciplines. Proposals should describe projects that are grounded in prior evidence and theory, are innovative or potentially transformative, and that will generate and build knowledge about the integration of computing and one or more STEM disciplines at the preK-12 level.

### **The Indie Fund**

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

The Indie Fund is always looking for new games to support. It aims to aid the growth of games as a medium by helping indie developers become and stay financially independent. The fund has its own investment model that works with a collective of individual investors.

### **Virtual Reality Venture Capital Alliance Pitch Deck**

<http://www.vrvca.com/submit>

The VRVCA meets every year in Beijing, London or San Francisco. If your startup is looking to help shape the VR revolution and you want to come pitch to us, submit your Pitch Deck for the VRVCA Steering Committee. We will review new submissions on a rolling basis. We fund startups from Seed to Pre-IPO. We look at companies related to Virtual Reality, Augmented Reality, Mixed Reality, and Artificial Intelligence.

### **Vive X: VR Accelerator from HTC**

<https://vivex.vive.com/eu/>

Vive X aims to build up the XR ecosystem by supporting the best startups globally. We do that by partnering and investing in early-stage companies in the Seed, Series A, and Series B stages. We believe that technologies such as VR, AR, Blockchain, AI, and 5G are reshaping the way we work, learn, live and play. We look forward to working with visionary founders that are seeking to transform entire industries.

## **SCHOLARSHIPS**

### **The Against the Grain Artistic Scholarship**

<http://againstthegrainproductions.com/atg-artistic-scholarship/>

The scholarship provides financial assistance and promotion of Asian American college students pursuing a major in the performing, visual arts, journalism and/or mass communications.

### **AIAS Foundation Scholarship Fund**

<https://www.interactive.org/foundation/scholarships.asp>

These scholarships support aspiring student game makers in undergraduate or graduate level programs who are planning on pursuing a career in development or leadership as well as video game early professionals and recent graduates within their first 2 years in the industry. Eligible candidates will be pursuing careers in game development or the business of interactive entertainment.

### **Certain Affinity Nels Memorial Scholarship**

<https://www.smu.edu/Guildhall/Admissions/Certain-Affinity-Scholarship>

Certain Affinity and SMU Guildhall are honored to offer the Certain Affinity Nels Memorial Scholarship beginning in 2019 to commemorate the life and work of Nels Nelson and continue his legacy of excellence, generosity, and leadership by supporting talented future game developers. Students will be invited to apply based on their admission submission. Finalists will be reviewed by Certain Affinity and the recipient will be notified in the late Spring.

### **Dorian De Long Arts & Music Scholarship**

<https://www.ddamscholarship.com/apply>

The Dorian De Long Arts and Music Scholarship is awarded annually to one or more graduating Colorado high school students who plan on majoring or minoring in the arts (visual or performing) at a Colorado university/college/post-secondary institution. The scholarship award is in honor of Dorian De Long, a passionate educator and education activist who believed in the power of the arts to transform lives.

### **ESA Foundation Scholarships**

<https://esafoundation.org/scholarships/>

To inspire future creators in the video game industry and encourage diversity in Science, Technology, Engineering, Art and Mathematics (STEAM), the ESA Foundation established a scholarship fund providing support for women and minority students across the United States.

### **IGDA Foundation HBCU and HIS Scholars Program**

<https://igdafoundation.org/hbcuhsiprogram/>

The HBCU and HSI Cohort serves current and recent graduates of Historically Black Colleges and Universities and Hispanic-Serving Institutions within the United States. In addition to our general

program content, participants have access to HBCU & HSI specific webinars, Q&As, and workshops centered on BIPOC experiences and challenges in the games industry.

### **IGDA Foundation International Scholars**

<https://www.igdafoundation.org/gdc>

The International Scholars Program is one of the most coveted awards for promising students in game development and related disciplines. The program draws on a panel of industry experts to select a group of students who are considered the “best and brightest”. Designed for college students from all over the world, this program is for those currently enrolled in a university or recent graduates. Recipients will expect to learn more about gaming careers and fundamentals for breaking into the video game industry or starting their own studios.

### **IndieCade**

<https://www.indiecade.com/submissions/>

IndieCade supports independent game development and organizes a series of international events showcasing the future of independent games. It encourages, publicizes, and cultivates innovation and artistry in all forms of interactive media, helping to create a public perception of games as rich, diverse, artistic, and culturally significant

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### **Mark Beaumont Scholarship Fund**

<https://www.interactive.org/foundation/scholarships.asp>

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.

### **Microsoft Imagine Cup Student Development**

<https://imaginecup.microsoft.com/en-us>

The Imagine Cup is full of opportunities to gain new skills, access exclusive training, unlock mentorship opportunities, and have a chance to win great prizes and make a difference in the world.

### **National Videogame Museum Scholarships**

<http://nvmusa.org/nvm-scholarship.html>

The National Videogame Museum is devoted to chronicling and preserving our industry's rich past, but we also look to contribute to the future of the videogame and technology industries through our scholarship program. There are four different scholarship opportunities available to high school graduates pursuing careers in gaming or technology-based fields: one is for Frisco residents, Texas residents are applicable for another, Title 1 School Graduates that have a household income of \$50,000 or less, and women across the United States.

### **NEH Digital Projects for the Public**

<https://www.neh.gov/grants/public/digital-projects-the-public>

Digital platforms—such as websites, mobile applications and tours, interactive touch screens and kiosks, games, and virtual environments—can reach diverse audiences and bring the humanities to life for the American people. The program offers three levels of support for digital projects: grants for Discovery projects (early-stage planning work), Prototyping projects (proof-of-concept development work), and Production projects (end-stage production and distribution work).

### **WomenIn Scholarship Fund**

<https://www.interactive.org/foundation/scholarships.asp>

This scholarship seeks to support the inclusion of more women in the interactive entertainment industry. It is available for women students pursuing game development or the business of interactive entertainment. All WomenIn Scholarship recipients will be eligible for the fund's esteemed mentoring program.

### **Worldstudio AIGA Scholarship**

<https://www.aiga.org/professional-development/aiga-worldstudio-scholarships>

AIGA believes all students deserve access to design education. The AIGA Worldstudio Scholarships aim to increase diversity in the design profession by creating equitable opportunities for the next generation of creative talent. Scholarships are awarded annually to students enrolled at colleges and universities in the U.S. who demonstrate a commitment to positive social change, environmental responsibility, and cultural awareness through the practice of visual communication, including photography, illustration or graphic design.