Video Game Grants & Scholarships

GRANTS

Governor's Summer Merit Program
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.
Website: https://twc.texas.gov/governors-summer-merit-program#resources

Art Works
Grants for organizations support exemplary projects in artist communities, arts education, dance, design, folk and traditional arts, literature, local arts agencies, media arts, museums, music, musical theater, opera, presenting and multidisciplinary works, theater, and visuals arts.
The National Endowment for the Arts funds *projects* only. Projects may be large or small, existing or new, and may take place in any part of the nation's 50 states, the District of Columbia, and U.S. territories. Projects may consist of one or more specific events or activities. These grants support artistically excellent projects that celebrate our creativity and cultural heritage, invite mutual respect for differing beliefs and values, and enrich humanity. Matching grants generally range from $10,000 to $100,000. A minimum cost share/match equal to the grant amount is required.
Website: https://www.arts.gov/grants/apply-grant/grants-organizations

Chapter and SIG Grants – IGDA Foundation
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.
Website: http://igdafoundation.org/programs/chapter-and-sig-grants/

Unreal Dev Grants – Epic Games
Epic Games has committed $100,000,000 to provide financial grants to creative, noteworthy, and innovative projects built in and around Unreal Engine or projects that enhance the open-source 3D graphics ecosystem. Grants range from $5,000 to $500,000, and cover a variety of endeavors from enterprise or media and entertainment projects, game development, educational or student 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 however you wish.
Website: https://www.unrealengine.com/unrealdevgrants

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: https://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. They support geographically diverse projects and programs that benefit American boys and girls of all races and religions.
Website: http://www.esafoundation.org/application.asp

MacArthur Foundation
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 grant-making in multiple fields that are often inter-related. MacArthur develops grant-making strategies designed to meet very specific goals. The foundation looks at the following criteria: topical focus, geographic area, and type of funding.
Website: https://www.macfound.org/info-grantseekers/

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)
As computing has become an integral part of the practice of modern science, technology, engineering and mathematics (STEM), the STEM + Computing Partnerships program seeks to address the urgent need to prepare students from the early grades through high school in the essential skills, competencies, and dispositions needed to succeed in a computationally-dependent world. Thus, STEM+C advances the integration of computational thinking and computing activities in early childhood education through high school (pre-K-12) to provide a strong and developmental foundation in computing and computational thinking through the integration of computing in STEM teaching and learning, and/or the applied integration of STEM content in pre-K-12 computer science education.
Website: https://www.nsf.gov/funding/pgm_summ.jsp?pims_id=505006

SCHOLARSHIPS

Certain Affinity Nels Memorial Scholarship with SMU Guildhall
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.
Website: https://www.smu.edu/Guildhall/Admissions/Certain-Affinity-Scholarship

Emagination's Rick Goodman Scholarship Program
This program was created to honor Rick's innumerable accomplishments in the video game industry as well as his contributions to the development of Emagination Game Design. A select number of partial tuition scholarships will be granted to applicants based upon financial need and demonstrated interest in video game design and development. Talented and motivated students pursuing game design credentials have the opportunity to 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: https://www.emaginationtechcamps.com/PDF/FA-App.pdf

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 to toast to his memory. 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/scholarships/eric-dybsand-memorial-ai-scholarship/

IGDA Scholarship
The IGDA 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." These Scholars get the opportunity to attend one of the many conferences that the program operates at, where they receive a complimentary pass, exclusive meeting opportunities, one-on-one mentoring from an industry veteran and tours of studios local to the event.
Website: http://scholars.igdafoundation.org/

The Indie Fund
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.
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

National Videogame Museum Scholarship
There are four different scholarship opportunities available to high school graduates pursuing careers in gaming or technology-based fields. Three of the four are limited to Texas residents but the fourth is open to women across the country.
Website: http://nvmusa.org/nvm-scholarship

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

WomenIn Scholarship Fund
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.
Website: http://www.interactive.org/foundation/scholarships.asp

Alfred P. Sloan Foundation New Media Grants
This program's goal is to advance public understanding and engagement with science through the support of innovative projects that use a range of media to reach a broad, cross-cultural audience. Grants support both traditional and web-native media that fall outside the other Public Understanding programs. Supported media types include opera, dance, music, museum exhibits, interactive games, smartphone apps, e-books, web-native video, conferences, art and science festivals, and other cultural events.
Website: https://sloan.org/grants/apply

Kaleidoscope
At Kaleidoscope our mission is to give independent VR creators and studios the resources they need to do great work. An invite-only community, Kaleidoscope helps secure financing, distribution and exposure for premium VR, AR, games, and experiential content.
Website: http://kaleidoscope.fund/

NEH Digital Projects for 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).
Website: https://www.neh.gov/grants/public/digital-projects-the-public

OSVR Developer Fund
The OSVR Developer Fund is a $5 million dollar growing fund initiated by Razer designed to encourage VR content developers to support the open ecosystem. OSVR knows that VR content developers can't afford to be limited by walled gardens and closed ecosystems. By supporting OSVR, developers can not only remain focused on creating the best VR experience without any limitations, but instantly gain audience as new VR platforms get released. This fund is open to all developers, indie or major, to apply. For every successful applicant, OSVR funding partners will purchase copies of their content in exchange for OSVR integration.
Website: http://www.osvr.org/fund/

The Virtual Reality Venture Capital Alliance: Shenzhen 2019
VRVCA invests in Virtual Reality, Augmented Reality and Mixed reality startups of any size from anywhere around the world. We meet six times a year with our base of operations out of Beijing and San Francisco. Our network spans the entire globe, so it doesn't matter where you are, as long as you are doing something game-changing, we want to help you realize your dream. We are not searching for the next technology revolution because it is already here. We are searching for the next entrepreneur to lead it.
Website: http://www.vrvca.com/overview/

VIVE X: VR Accelerator from HTC
We want to help cultivate, foster and grow the global VR ecosystem by supporting startups and providing them with education, investment and mentorship. Shape the future today by participating in our accelerator programs located in Beijing, San Francisco, Taipei, Shenzhen, Tel Aviv and more locations to come.
Website: https://vivex.vive.com/eu/

OTHER

Microsoft Imagine Cup
Imagine Cup, Microsoft's premier annual international competition for young developers, is a chance for individuals to show off their biggest and boldest software solutions. Students from across the globe build amazing teams to bring their ideas to life. Working with mentors and industry leaders, participants get feedback to further hone and develop their projects. Students from across the globe compete for cash, travel and prizes and for the honor of taking home the Imagine Cup!
Website: https://imagine.microsoft.com/en-us/Events?id=0&skillLevel=0