

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. Applicants may apply in this Art Works category for media arts projects that support creation, exhibition, education, and distribution of historic and contemporary artworks in all genres and forms that use electronic media, film and technology (analog & digital; old and new) as an artistic medium or a medium to broaden arts appreciation and awareness (of any discipline). All genres are welcome to apply; all phases of project support are eligible.

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 has created a \$5,000,000 development fund to provide financial grants to innovative projects built in and around Unreal Engine 4. Awards range from \$5,000 to \$50,000, and there are no strings attached: you continue your own IP, are free to publish however you wish, and can use the grant funds without any restrictions or obligations to Epic.

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: <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>

MacArthur Foundation

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

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/scholarships/eric-dybsand-memorial-ai-scholarship/>

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. 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>

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>

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, ebooks, 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 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

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 2018

We invest 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 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>

Tribeca Film Institute New Media Fund

The TFI New Media Fund provides funding and support to non-fiction, social issue media projects that go beyond traditional screens – integrating video with content across media platforms, from video games and mobile apps to social networks and interactive websites. The TFI New Media Fund is looking for projects that activate audiences around issues of contemporary social justice and equality around the world and demonstrate the power of cross-platform storytelling and dynamic audience engagement

Website: https://tribecafilminstitute.org/pages/new_media_rules