Grant Title: MACARTHUR FOUNDATION AND HASTAC - DIGITAL MEDIA AND LEARNING COMPETITION

Funding Opportunity Number: N/A

Agency/Department: HASTAC and the MacArthur Foundation.

Area of Research: Participatory learning in science, technology, engineering, math in the 21st century.

Release and Expiration: N/A


Amount: 21st Century Learning Lab Designers - $30,000-$200,000. Game Changers - 5,000-$50,000.

Length of Support: For all awards, the term is one year beginning between July 1, 2010 and December 1, 2010. Awardees are required to set aside funds for a winners' event to be held in 2011. Participation at the event is a requirement of the award.

Eligible Applicants: All applicants must be at least 18 years of age when the application is submitted; however, personnel working on the project may include students and others under the age of 18 as long as they are working under the supervision of the primary applicant. Primary applicants from outside the U.S. must apply as institutions or organizations, not as individuals. Legal U.S. residents whose principal place of residence is in the U.S. are eligible to apply as individuals. Collaboration is strongly encouraged (though not required). International collaborations are particularly welcome, provided that the primary applicant meets eligibility requirements.

Summary: HASTAC and the MacArthur Foundation have launched the third year of the Digital Media and Learning Competition. Today, young people are learning, socializing, and participating in civic life in dramatic new ways and assessing information in ways never before imagined. They are reimagining learning on a daily basis and are engaged in what is called "participatory learning." The 2010 Digital Media and Learning Competition challenges designers, entrepreneurs, practitioners, researchers, and young people to put participatory learning to work on behalf of science, technology, engineering, math and their social contexts in the 21st century. 21st Century Learning Lab Designers will receive awards for learning environments and digital media-based experiences that allow young people to grapple with social challenges through activities based on the social nature, contexts, and ideas of science, technology, engineering and math. Game Changers will receive awards for creative levels designed with either LittleBigPlanet or Spore Galactic Adventures that offer young people engaging game play experiences and that incorporate and leverage principles of science, technology, engineering, and math for learning. The online application system will open January 7.

Detailed Information: http://www.dmlcompetition.net/
http://www.dmlcompetition.net/learning_labs.php
http://www.dmlcompetition.net/game_changers.php