



NEA Special Topics Webinar

GRANTS FOR ARTS PROJECTS

Arts & Digital Technology

May 16, 3:00-4:00pm ET

Agenda Overview

- Background & Context
- Grants for Arts Projects: Arts & Technology Funding Priorities
- How to Apply
- Open Q&A

Background & Context

Why is Arts & Technology an area of special interest?

- U.S.-Based Arts & Technology Field Scan
- NEA Strategic Plan: FY2022-2026

TECH AS ART

Supporting Artists Who Use Technology
as a Creative Medium



NATIONAL
ENDOWMENT
for the **ARTS**
arts.gov

NEA RESEARCH PUBLICATION

BASED ON FINDINGS FROM THE

ARTS & TECHNOLOGY FIELD SCAN

NEA Resources Available:

- TECH AS ART Report
- Case Studies, Videos, and Essays
- Regional Trends Report
- Quick Guide for Supporting Arts + Technology
- www.arts.gov/impact/media-arts

Includes:

- Historic & Contemporary Context
- Glossary of Terms
- Entry points and Career Pathways
- 100+ Tech-focused Artists and Organizations
- Challenges, Opportunities, Recommendations

NEA Strategic Plan: FY2022-2026

STRATEGIC GOAL #3

- Build capacity and infrastructure within the arts sector through knowledge-sharing, tools, resources, and evidence-based practices.

Objective 3.3

- Invest in the capacity of arts organizations and artists to serve a broader public through digital or emergent technology.

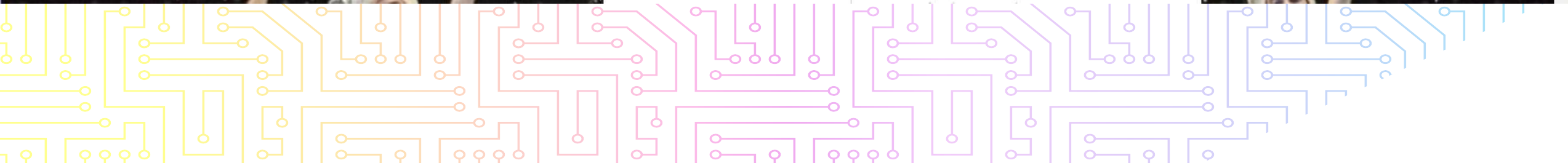
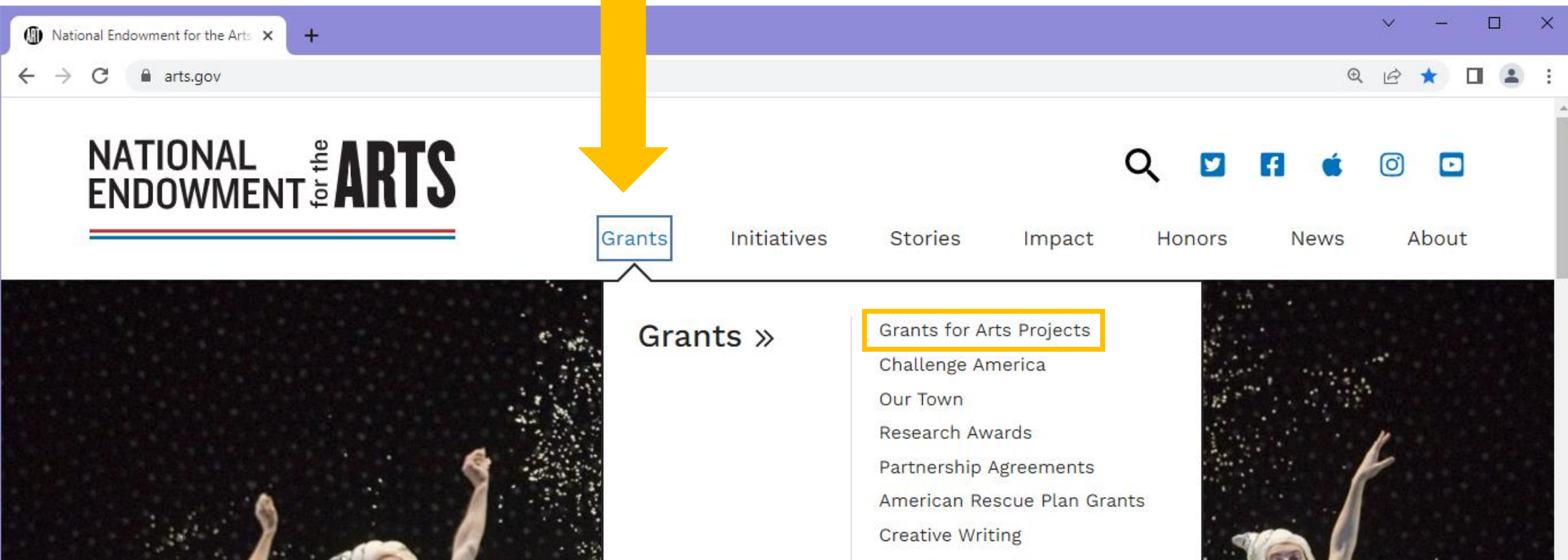
- Artists and arts orgs use digital and emergent technology as a creative medium for expression and for audience engagement.
- COVID-19 pandemic accelerated the need for hybrid arts programming options and for bridging “digital divides” in the arts and in the communities served.
- Arts orgs need investments to integrate technology more effectively, and to improve conditions for accessibility, in the creation and delivery of art

NEA Grants for Arts Projects: Arts & Technology

- Basic Overview & Eligibility
- Funding Priorities for Arts & Technology Projects
- Examples of Supported Arts & Technology Projects
- Aspects of Competitive Projects

NEA Website

www.arts.gov



NEA Website

www.arts.gov

Grants for Arts Projects

Program Description

Artistic Disciplines

Application Calendar

Award Information

Unallowable
Activities/Costs

Eligibility

How to Apply

Application Review

Award Administration

FAQs

Applicant Resources

Contacts

En Español

GRANTS FOR ARTS PROJECTS: Program Description

“The Arts . . . belong to all the people of the United States.” *

The National Endowment for the Arts (NEA) is proud to support the nation’s arts sector with grant opportunities so that together we can help everyone live more artful lives. The arts contribute to our individual well-being, the well-being of our communities, and to our local economies. The arts are also crucial to helping us make sense of our circumstances from different perspectives as we emerge from the pandemic and plan for the future.

Grants for Arts Projects

Grants for Arts Projects is our largest grants program for organizations, providing comprehensive and expansive funding opportunities for

NEA Website

www.arts.gov

Grants for Arts Projects

Program Description

Artistic Disciplines

Application Calendar

Award Information

Unallowable
Activities/Costs

Eligibility

How to Apply

Application Review

Award Administration

FAQs

Applicant Resources

Contacts

En Español

GRANTS FOR ARTS PROJECTS: Program Description

“The Arts . . . belong to all the people of the United States.” *

The National Endowment for the Arts (NEA) is proud to support the nation’s arts sector with grant opportunities so that together we can help everyone live more artful lives. The arts contribute to our individual well-being, the well-being of our communities, and to our local economies. The arts are also crucial to helping us make sense of our circumstances from different perspectives as we emerge from the pandemic and plan for the future.

Grants for Arts Projects

Grants for Arts Projects is our largest grants program for organizations, providing comprehensive and expansive funding opportunities for

NEA Website

www.arts.gov

Grants for Arts Projects

Program Description

Artistic Disciplines

Application Calendar

Award Information

Unallowable
Activities/Costs

Eligibility

How to Apply

Application Review

Award Administration

FAQs

Applicant Resources

Contacts

En Español

GRANTS FOR ARTS PROJECTS: En Español

Nota: Las traducciones de materiales a idiomas distintos del inglés no son legalmente vinculantes. Hemos intentado proporcionar una traducción precisa del material original. Debido a los matices de la traducción, pueden existir ligeras diferencias. **Las solicitudes deben presentarse en inglés.**

- Información del programa

- **Instrucciones**

[Comunidades de artistas](#) (Artist Communities)

[Educación artística](#) (Arts Education)

[Danza](#) (Dance)

[Diseño](#) (Design)

[Artes populares y tradicionales](#) (Folk & Traditional Arts)

NEA Applicant Eligibility

Eligible

- US Organizations:
 - 501(c)(3) Non-profit organizations
 - Units of State/Local Government
 - Federally recognized Tribes or Tribal Communities
- Must have a 3-year history of arts programming

Not Eligible

- Individuals
- Fiscal Sponsors
- Commercial/for profit enterprises

Individual artists and ineligible entities...don't fret!

Do you have a project partner eligible to apply?

- Examples: presenting partners, hosts for activities, outreach partners, community org partners, production or distribution partners, local/regional/national networks or alliances, local universities or colleges, or any eligible entity directly involved with the project activities in some way.

NEA Grants for Arts Projects: Funding Amounts

Applicants may request
an amount between
\$10,000 and **\$100,000**

Applicants MUST
demonstrate a minimum
1:1 cost-share/match

Federal funds MAY NOT
be used as part of your
cost-share/match

Example:
\$10,000 Request
+ \$10,000 Match
= \$20,000 Project costs

Sources may include:
private foundations,
individual donations,
ticket sales, and in-kind
sources, among others

Local, State, or Regional
government funds may be
used in your match, as long as
those funds did not originate
at the federal level

NEA Compliance Requirements

Accessibility

All projects must be both programmatically and physically accessible to individuals with disabilities.

Non-discrimination

Applications may focus on a particular group or demographic; however, they may not be exclusionary under Federal civil rights laws and policies prohibiting discrimination. This extends to hiring practices, artist selection processes, and audience engagement.

National Historic Preservation Act & National Environmental Protection Act

Additional staff review for projects that take place:

- Inside/near a historic site
- Outdoors

Recorded webinars available under **Applicant Resources**

GAP Application Calendar

| | February Deadline (GAP 1) | July Deadline (GAP 2) |
|--------------------------------------|--|--|
| Part 1: Grants.gov | February 9, 2023 at 11:59 pm ET | July 6, 2023 at 11:59 pm ET |
| Part 2: Applicant Portal window | From 9 am ET on February 14 through 11:59 pm ET on February 21, 2023 | From 9 am ET on July 11 through 11:59 pm ET on July 18, 2023 |
| Panel Review | Spring/Summer 2023 | Fall/Winter 2023 |
| National Council on the Arts Meeting | Late October 2023 | Late March 2024 |
| Notifications | Early to mid November 2023 | Early to mid April 2024 |
| Earliest project start date | January 1, 2024 | June 1, 2024 |

Note: All program areas accept applications at both deadlines, EXCEPT **Artist Communities** and **Design**, which only accept applications in February

GAP Application Limits

- An organization of any artistic discipline may submit one additional application in the Grants for Arts Projects (GAP) category through the **Media Arts discipline at the July 6, 2023, deadline.**
- The additional application must be for a distinctly different project and must align with certain programmatic requirements focused on arts and digital technology, as described on the Grants for Arts Projects: Media Arts Discipline page.

GAP Funding Priorities: Arts & Digital Technology

Includes support for initiatives that do either of the following:

- Builds the capacity and expertise of arts organizations and/or artists to serve a broad public through digital or emergent technology
- Builds support for technology-centered creative practices

GAP Funding Priorities: Arts & Digital Technology

Project activities must do one or more of the following:

- **Develop opportunities for artists, audiences, and learners** to create, access, or explore cross-disciplinary collaborations at the intersection of arts and technology.
- **Implement initiatives** that develop networks across artistic disciplines and relevant industries that invest in tech-centered creative practices and artist-driven explorations of digital or emergent technology.
- **Build the capacity of arts organizations** to deliver tech-centered, digital, and hybrid arts and cultural programs to audiences and learners.
- **Support digital arts & cultural infrastructure** at the local, regional, or national level through cross-sector collaboration, programmatic partnerships, training or knowledge-sharing.
- **Integrate the arts with technology** to bridge digital divides, increase digital literacy, or broaden engagement with computer science technology within local communities or across different segments of the arts sector.

Refer to Media Arts discipline page: [Additional Applications in Media Arts](#)

Previously Supported Arts & Tech Project Example #1



Grantee: Musical Theatre Factory (New York) | **Project:** MTFxR

Purpose: To support MTFxR, a program that connects media artists, theater practitioners, and creative technologists to advance the intersection of musical theater and emerging immersive technologies.

Check out the Recent Grants database! [Arts.gov/grants/recent-grants](https://www.arts.gov/grants/recent-grants)

Previously Supported Arts & Tech Project Example #2



Grantee: Museum of Human Achievement (Austin, TX)

Purpose: To support artistic and professional development programming, facilities access, and exhibition opportunities for Central Texas artists to learn creative technology skills.

Check out the Recent Grants database! [Arts.gov/grants/recent-grants](https://www.arts.gov/grants/recent-grants)

Previously Supported Arts & Tech Project Example #3



Grantee: Mud Foundation (Miami) | **Project:** Community-based Exhibition, Media Under Dystopia

Purpose: To support a hybrid in-person and virtual exhibition of new media art works examining digital culture, the Internet, and data.

Check out the Recent Grants database! [Arts.gov/grants/recent-grants](https://www.arts.gov/grants/recent-grants)

Previously Supported Arts & Tech Project Example #4



Grantee: University of North Carolina Winston-Salem | **Project:** Media + Emerging Technology Lab

Purpose: To support an artist residency program at the Media + Emerging Technology Lab, which is based within the University of North Carolina School of the Art

Check out the Recent Grants database! [Arts.gov/grants/recent-grants](https://www.arts.gov/grants/recent-grants)

Previously Supported Arts & Tech Project Example #5



Grantee: PASEO Project (Taos, New Mexico) | **Project:** Media + Emerging Technology Lab

Purpose: To support the PASEO Festival, a free outdoor arts festival for all ages that features projection, new media, installation, and performance art from around the world.

Check out the Recent Grants database! [Arts.gov/grants/recent-grants](https://www.arts.gov/grants/recent-grants)

What makes a project competitive?

Projects with activities that address one or more of the following elements:

- Increases paid, contract-based, or commission-based opportunities for independent artists, creative coders, technologists, digital consultants, arts collectives, and freelance arts workers.
- Advances or sustains the creative work or careers of people whose opportunities to engage within the field of media arts are limited by factors such as geography, race or ethnicity, economics, or disability.
- Builds the capacity and expertise of arts organizations, arts workers, artists, or audiences to engage with digital or emergent technology.
- Responds to the opportunities, challenges, and needs of the arts and cultural sector. *For example, see the recommendations outlined NEA Research Reports, such as in the [Tech As Art: Supporting Artists Who Use Technology as a Creative Medium](#).*

Full description: [Arts.gov/grants/grants-for-arts-projects/media-arts](https://www.arts.gov/grants/grants-for-arts-projects/media-arts)

How to Apply



SCREENSHARE:
APPLICATION PDF
APPLICANT RESOURCES

Prospective applicants should...

- ✓ Make sure you are eligible
- ✓ Download the Media Arts Application PDF (From 'How to Apply' page)
- ✓ Prepare application materials and work samples in advance
- ✓ Submit Part 1 through Grants.gov by July 6 at 11:59pm Eastern Time
- ✓ Review Applicant Resources

NEA Media Arts Staff

Jax Deluca, Director of Media Arts: Delucaj@arts.gov

Media Arts Grant Specialists:

- Avril Claytor: Claytora@arts.gov
- Emma Bartley: Bartleye@arts.gov

Due to limited staff capacity:

- We have very limited capacity for individual meetings.
- Before reaching out to staff, please refer to the Applicant Resources online.
- If you still have an unanswered question, outline the specific question in your email.
- Attend a Virtual Office Hours session.

OPEN FOR QUESTIONS

We will do our best to answer as many questions as possible.

You may submit questions in chat or raise hand.

If speaking, be sure to take yourself off mute and be mindful of time.

(Thank you!)