



Dear ReFiG Community,

As we head into our third year of funding, we are looking for projects that address specific objectives per our grant award. Partners who have a proposal that focuses on one of the following areas are encouraged to submit:

### **Games & Culture**

Work that develops methodologies for studying game events, communities and/or practices.

Or

Work which look at political economies of gameplay, labour and/or organizational practices.

### **Games Industry**

Work that studies territories outside Canada, the U.S. and the U.K.

Or

Work concentrated on policy development.

### **Informal Learning**

Work in new sites or with different demographics that tests our existing toolkit for community development and contributes to the further development of this [toolkit](#).

### **Formal Education**

Work which seeks to develop best practices for inclusive games education in post-secondary contexts.

### **Application process for CO-PIs**

Applications may ask for up to \$10K (CAD) and include:

- 400-word project description
- Budget breakdown (see list of eligible expenses [link](#))
- 150 words describing how the project meets ReFiG objectives

### **Applications for graduate students**

Graduate students may apply for up to \$1500 (CAD). This may cover software needs for a research project or travel to an event/research site. The application must include:

- 250-word project description
- Budget breakdown (see list of eligible expenses [link](#))
- 150 words describing how the project meets ReFiG objectives
- Confirmed supervisor for work that is in ReFiG network

You can submit your applications [here](#). Applications are due by **November 25, 2017**. Please email [refigames@gmail.com](mailto:refigames@gmail.com) with any questions.