ABOUT THE PROGRAM
Through the generosity of an anonymous faculty donor, School of Design students are invited to submit proposals to imagine, develop, and deploy cutting-edge visual and interactive designs that have a positive cultural or social impact. Projects may involve graphic designs, websites, apps, games, toys, installations, wearable computing, experiences, and so on. Projects may have a cultural and artistic focus or may be driven to have a social impact by empowering or serving the needs of individuals, organizations, or communities.

ELIGIBILITY
All current undergraduate and graduate students in the School of Design (students majoring/minoring in Graphic Design, Game Design, User Experience Design, Industrial Design, Designing for Physical Technology, Digital Communication and Media Arts, Human-Computer Interaction, Experience Design, Human Centered Design) are eligible, including those who graduate in June 2022. Teams can include members from other CDM schools or DePaul colleges, but must include at least one School of Design student.

GRANT DETAILS
We expect to award 2 or 3 projects this summer. Grants will include a stipend of $2,250 per team member (max 3 team members. The committee will factor in what unique skills each team member brings to the project). Project proposals can also include a budget (up to $500) for expenses such as equipment, materials, printing, supplies, rentals, transportation costs, participant stipends, and software. Teams will receive priority use of the Jarvis Student Center for Innovation and Collaboration as meeting space, and are encouraged to use the Idea Realization Lab and the Loop Equipment Center (“The Cage”) to access and use equipment, as needed. Teams should identify a faculty member who will advise the team over the summer. Two project updates must be submitted to the faculty member (due on Aug 15 and Sept 15).

TIMELINE
The program will be organized according to the following schedule:

- June 15, 2022 - Applications due
- July 1, 2021 - Awarded grants announced
- July 15, 2022 - Grants funds disbursed.
- Aug 15 and Sep 15, 2022 - Project progress reports due
- December 1, 2022 - Final report and write-up due from project teams
- Winter 2023 - Showcase opportunity

The grant period runs July 15th-October 15th, 2022. Students are not required to continue working into the academic year; teams may choose to finish their work over the summer period. A final report must still be submitted (due on Dec 1, 2022).
HOW TO APPLY
To be considered for an award, compile the following and submit your application to Laura Rossi García at lrossiga@depaul.edu no later than June 15, 2022:

- Project title
- Team information. For each team member, include: name, major/minor(s), email address
- Current resume for each applicant (not exceed two pages); optionally, include link to portfolio
- Abstract - a concise description of the project in non-technical terms (300-500 words)
- Project purpose, significance, or research question(s) to be addressed
- Timeline and work plan which should be thorough, realistic, and feasible.
- Collaboration plan describing the roles and responsibilities each team member
- Letter of support from community partner, if applicable
- Endorsement letter from faculty advisor including agreement from advisor to consult with student team at least 2 times during the project
- Budget description. The budget should describe each item of expense and include a short narrative which justifies all requested expenses and provide sources for estimated costs. Budgets can range from $100 to $500.

GRANT SELECTION CRITERIA
Projects that use emerging social practices or experimental technologies as well as innovative or entrepreneurial thinking will be favored. Proposal submissions will be evaluated based on the following criteria:

- Innovation and creativity. How unique and novel is the idea?
- Feasibility. Is the proposed idea possible? How strong are the team, organizational plan, and timeline?
- Impact. How significant is the proposed research question or artistic pursuit and how broad of a social or cultural impact could it have?

POST-PROJECT DOCUMENTATION AND SHARING
As a condition of accepting the grant, teams are required to complete/participate in the following:

- Project Report. A final project report will include the goals, process, and results of the project. The report must also include 1) a short narrative on how the project met goals as outlined in the original proposal including any explanation about how the project evolved or why goals were not met and 2) a list of what expenses were incurred.
- Short Write-Up. Teams will submit a 250-500 word piece summarizing the project including at least one image (and other video or links as applicable) that document the final deliverable) in a format that can be used to share and promote the work (ex., website, social media).
- Showcase opportunity. Projects will be highlighted in the Impact Grant Showcase in Winter 2023. The Showcase is an opportunity to share your work with the School of Design and the broader design community. Dependent on circumstances, the modality of the event is TBD; it may be online, in-person, or hybrid format.

QUESTIONS?
Considering applying but have questions about the process, eligibility, funding, etc.

- Join our Slack Channel. Connect with faculty and students, ask questions, post a call for team members: Invite Link
- Virtual Info Session. Join us on Thursday, May 26th at 12:30pm CST for a virtual info session. Learn about application process, ask questions, and network with others to build your team! Register on Eventbrite.