

**Agency: Commerce, Community and Economic Development****Grants to Named Recipients (AS 37.05.316)****Grant Recipient: Cook Inlet Tribal Council (CITC)****Federal Tax ID: 92-0094184****Project Title:****Project Type: Information Systems and Technology**

# Cook Inlet Tribal Council (CITC) - Upper One Games Social Enterprise Expansion

**State Funding Requested: \$250,000****House District: Anchorage Areawide (11-27)**

One-Time Need

**Brief Project Description:**

Facilitate growth of the CITC Upper One Games enterprises to expand culture-based, education and social services digital games. Investing in this innovative program will promote CITC's goal of self sufficiency.

**Funding Plan:**

Total Project Cost:	\$1,200,000
Funding Already Secured:	(\$950,000)
FY2015 State Funding Request:	<u>(\$250,000)</u>
Project Deficit:	\$0

*Funding Details:*

*This is the first time funding is being requested for this project. The project is supported by CITC matching funds and the Rasmuson Foundation.*

**Detailed Project Description and Justification:**

CITC is developing, through its subsidiary Upper One Games, LLC, based in Anchorage, Alaska, high quality, innovative video games for consumers, the education market and social service providers. Game-based learning is an effective way to engage young people in the classroom, in after-school environments and at home. Digital games are different from other media in that they are interactive, participatory and highly engaging. Games enable players to step into different roles, confront complex problems, make meaningful choices and explore consequences of various strategies. Well-designed games offer a delicate balance of challenge and reward that drives deep levels of engagement and time on task, enabling players to advance at their own pace, acquire critical knowledge, iterate based on feedback and use this knowledge to develop mastery. The learning science aspects of the game, assessment tools and accompanying professional development materials for teachers are being developed in coordination with the Teachers College at Arizona State University (ASU), which also houses the ASU Center for Games and Impact. The unifying theme of all games in the portfolio is celebrating culture through games, connecting traditional wisdom and knowledge to innovative ways of storytelling that reach new generations. This education portfolio will support dynamic new ways to reach Alaska students across the state with engaging, substantive and unique materials leading Alaska into the 21st century school, as well as provide sustainability for CITC's education programs into the future.

**Project Timeline:**

It is estimated that game will be ready for distribution in September, 2014, and an expansion in March, 2015

**Entity Responsible for the Ongoing Operation and Maintenance of this Project:**

Cook Inlet Tribal Council

**Grant Recipient Contact Information:**

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Has this project been through a public review process at the local level and is it a community priority?  Yes  No

Contact Name: \*  
Contact Number: \*

*For use by Co-chair Staff Only:*