The University of Silicon Valley Gaming & Technology Grant Program is designed to provide tuition assistance to new USV students who are enrolling in an undergraduate gaming degree program. The below criteria have been designed to give the Scholarship and Grant Selection Committee maximum flexibility in awarding the grant. Recipients will be selected without regard to race, color, sex, creed, religious preference, age, national origin, disability, or any other legally protected status.

Eligibility Criteria:

This grant program is available to new students who meet the admissions requirements for the University of Silicon Valley. Additionally, applicants must meet all of the stated criteria outlined below to be eligible to apply.

To be awarded the grant, students must:

- Be a US citizen, eligible non-citizen, or DACA student; and

- Be a new student who is looking to enroll in an undergraduate gaming degree program at the University of Silicon Valley; and

- Be interested in obtaining a gaming technology package; and

- Demonstrate satisfactory academic progress; and

- Complete a Grant Application.

Awarding Process and Rules

- Applicants must be a US citizen, eligible non-citizen, or DACA student. International students are ineligible.

- Each applicant must complete a Grant Application.

- All eligible applications will be reviewed by the Scholarship and Grant Committee for completeness and accuracy of all information provided.

- Students who apply and meet all requirements will be considered for this grant.

- Of those viable applications, the awards will be distributed on a first come, first-served basis; and approved recipients will be awarded during the financial aid packaging process.

- Grants will be applied as a credit against tuition and will not be issued to the student in the form of cash.

- Grants are not transferable.

- This grant may be used in conjunction with other institutional scholarship and/or grant programs and cannot exceed the direct educational program costs for the academic year for which it is applied.

- A maximum of two additional scholarships or grant will be awarded to eligible students and institutional aid awarded will be based on those that are most beneficial to the student.

- This grant is nonrenewable and nontransferable.

- Grant award amount will not exceed the cost of the gaming technology package.

- Awards are for the first term of the first academic year of the undergraduate gaming degree program.

All grant amounts are calculated based on eligible criteria and are determined by established guidelines. Funding for this program is limited, therefore the University of Silicon Valley reserves the right to modify or cancel a grant program at any time at its discretion. However, all grants that have been awarded will be honored provided the student has met the eligibility criteria.

GAMING & TECHNOLOGY GRANT APPLICATION

Student's Name:	Student ID #:
Phone Number:	Email Address:
Program of Study:	Start Date:

QUALIFICATION QUESTIONS

Answer the questions below to determine your eligibility for this grant:

[ ] Yes [ ] No   Are you a US citizen, eligible non-citizen, or DACA student?
[ ] Yes [ ] No   Do you have a high school diploma or its equivalent?
[ ] Yes [ ] No   Are you enrolled in the USV Game Art, Game Design, or Game Engineering degree program?
[ ] Yes [ ] No   Are you requesting a gaming technology package?

AGREEMENT AND SIGNATURE

I understand that in order to be eligible for this grant, I must meet the admissions requirements for the program for which I am enrolled, as well as all of the criteria outlined by the grant program by being enrolled in the Game Art, Game Design, or Game Engineering degree program. I understand that I must demonstrate satisfactory academic progress. By submitting this request form, I affirm that the facts set forth in it are true and complete. I understand that if I am awarded this grant, any false statements, omissions, or other misrepresentations made by me may result in revocation of this award and could result in my dismissal from the university.

Signature:	Date:

GRANT INFORMATION AND POLICY

Any student meeting the grant criteria may apply. Students must complete this application and submit it to the Scholarship/Grant Selection Committee to be considered. Of the requests received, each will be reviewed for completeness and accuracy of all information provided. Of those eligible requests, the awards will be distributed on a first-come, first-served basis; and approved recipients will be awarded during the financial aid packaging process. Grants are based on enrollment in one of USV's gaming undergraduate degree programs and the request to receive a gaming technology package issued by the university. The grant award amount will not exceed the cost of the gaming technology package. If approved, the grant will be applied as a credit against tuition and will not be issued to the student in the form of cash. This grant may be used in conjunction with other institutional scholarship or grant programs and cannot exceed the direct educational program costs during the academic year for which it is applied. A maximum of two other institutional scholarships or grants may be awarded to eligible students and scholarships/grants awarded will be based on those that are most beneficial to the student. This grant is not transferable or renewable. Grant eligibility maximum is for the for the first term of the first academic year of the undergraduate gaming degree program.

SCHOOL OFFICIAL'S SECTION					
Trimester	Enrolled Credits	Current GPA	Grant Amount	Employee's Signature	Date