Cultural Coalition

In partnership with

Department of Mental Health & Addiction Services

Problem Gambling Awareness Through the Arts Initiative
DMHAS has contracted with the Cultural Coalition for a new funding initiative: “Problem Gambling Awareness Through the Arts”

**Funding Priority:** Increase awareness of problem gambling by using art to engage with specific populations such as Black, Latino/a, Indigenous, Asian American and Pacific Islanders cultural communities, or within the LGBTQIA+ or Veteran communities.

**Award Amount:** Nine awards at $5,000 each

**Application Deadline:** March 1, 2024

**Funding Period:** End March, 2024 - End August, 2024
Eligibility

● Creative businesses, individual artists or teaching artists, and 501c(3) non-profits.
● The applicant must be based in the Cultural Coalition’s 42-town service area.
● Individuals must be 18+ and provide a W-9.
● Individuals must have taxable earned income from work as an artist/teaching artist in the past 2 tax years (meaning income was declared on 2021 or 2022 returns).
● Creative businesses, defined as sole-proprietors or entities engaged in graphic design, photography, videography, printing/publishing, marketing/advertising or other creative services.

NOT ELIGIBLE:

● Applicants with Fiscal Sponsors are not eligible.
● Community groups, Other Nonprofits without a 501c(3)
● Individuals who do not have earned income as an artist/teaching artist.
Funding & Reporting

- Grantees will receive 1/2 of the stipend at the beginning, 1/2 at the end.
- Required participation in a 1 hour, online Problem Gambling Overview Training.
- Required brief progress meetings with the Cultural Coalition staff.
- An online Evaluation Tool will be provided to awardees to collect data.
- A brief final report will be required in addition to the evaluation tool – including a final budget.
Details & Eligible Expenses

Details:

❖ The project should be designed to reach specific populations or cultural communities.
❖ The target audience is adults age 18 & older (not teens/youth).
❖ One application per artist, business, or organization.
❖ Public activities must take place in an ADA compliant location.
❖ Applicants will be asked to explain how their project will incorporate READI practices (Relevance, Equity, Accessible, Diverse, Inclusive).

Eligible Expenses:

❖ Eligible Expenses can include, payment for artist, supplies/equipment/technology/facilities, materials for program/activities, and marketing/promotion.
❖ No retroactive expenses. All funds must be fully expended by the end of the grant period.
Applicants must complete the online application in its entirety and on the same device. Users are unable to save and return to the application at a later time. Application responses should be prepared in a WORD document, then copied and pasted into the appropriate sections online.

A budget template with expenses only is provided & should be prepared in advance.

*** Please contact us ASAP if you need assistance completing the form. ***
Scoring Rubric (Scaled 1=poor/5=excellent)

Cultural Community/Population (10 pts. possible):
- Identifies/explains population. (5 pts.)
- Describes method (ex. Bi-lingual materials to reach that population.) (5 pts.)

Use of Art for Engagement – Art Project or Arts-based Approach (10 pts. possible)
- Clearly identifies artform to be used. (5 pts.)
- Promotional plan clear - multiple layers encouraged. (5 pts.)

Other Considerations (15 pts. possible)
- Budget & narrative supports the project goals and use of funds. (5 pts.)
- Explains how project is READI. (5 pts.)
- Likelihood of success. (5 pts.)
The “art project” or “arts-based approach” means the broadest interpretation of using art as a creative communication and education tool for disseminating information, increasing awareness, and preventing problem gambling.

Art examples may include: painting, sculpture, art exhibit, mural, poetry, music, photography, play/theater, storytelling etc.

Let’s talk through some ideas…
Questions??

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