DR 9493 (11/03/23)
COLORADO DEPARTMENT OF REVENUE
Division of Gaming
1707 Cole Blvd., Ste 300
Lakewood CO 80401
(303) 205-1300

Colorado Division of Gaming Responsible Gaming Grants

Under the authority of the Colorado Limited Gaming Control Commission (CLGCC), the Division of Gaming administers a grant program that provides support for efforts that impact, improve and support responsible gaming and problem gambling programs and the issues that come with increased gaming and gaming options. The responsible gaming grant program is meant to provide meaningful funding and encourage prevention, education on gambling addiction, additional counselors, public awareness, treatment, recovery, data and research.

Eligibility

- Not-for-Profit Organizations and State Agencies/ Programs directly addressing the issue of problem gambling, addiction treatment, operations of hotlines, educational programs, counseling, research, advocacy efforts, or support services are eligible to apply for program-related funding.
- Applicants are strongly encouraged to ensure they have the resources and the staffing to complete all required reporting and attend all required meetings.
- Requests for capital projects are not eligible under this grant process.
- Automatic Disqualifier: Any organization found to have made purposeful misrepresentations, omissions and/or errors intended to mislead will not be considered and will be disqualified from receiving funding.
- Any previously funded grant recipient who did not complete reporting requirements for any prior grant funding is ineligible to apply for funding in the year following non-compliance and may have to submit required documentation before being re-eligible to apply

Application Period and Submission

Complete applications, including all required supporting documents, must be submitted by the deadline to be considered.

Grant applications must be received by the Division of Gaming, either in person or electronically, by

December 1, 2023 at 5:00 PM MST to be considered for funding in 2024. Grant applications may be dropped off at the main division offices at 1707 Cole Blvd, Suite 300, Lakewood, CO 80421. Electronic applications should be submitted to DOR_RG_GrantSubmissions@state.co.us.

The Division of Gaming will review grant applications for eligibility and recommendation for approval by the Colorado Limited Gaming Control Commission. Applicants to be found ineligible for funding will receive notice from the Division of Gaming. A list of recommended grant recipients and funded programs is provided to the Gaming Control Commission for review and approval.

The Limited Gaming Control Commission will release funding to approved grant recipients. Eligible applications are presented to the commission no later than March 1st of each year.

Grant Recipient Requirements

Grant Recipients will submit required reports. On or before September 1, 2023, and on or before September 1, each year thereafter, each grantee shall submit a report to the commission. At a minimum, the report must include the following information:

- An indication of whether the grantee achieved the objectives the grantee described in its application or a grant;
- Evaluation of the results of the grantee's grant-funded project;
- A description of the impact of the grantees use of grant money on the community with regards to responsible or problem gambling;
- Total amount of the grant money received in the total amount of grant money expended by the grantee; and
- Any additional reporting requirements required by the commission when the grant was awarded;
- Prior to any grant money being dispersed once the commission has made its grant decisions, grantees must cooperate to finalize all needed state purchasing contract paperwork.

Grant Recipients will have a designated representative who attends all required Colorado Limited Gaming Control Commission meetings as determined by the Commission. Grant Recipients may be required to make presentations to the Commission on their program and/or grant funds.

Review Criteria

Reviewing responsible gaming grant applications and criteria for awarding grants – when awarding grants commission shall have a process for collaboration with the behavioral health administration. In consideration of awarding grants, the commission shall consider the following criteria:

(a) the current needs of the state relating to responsible for problem gambling;

(b) the overall impact that the proposed grant may have on responsible for problem gambling;

(c) the amount of money in the fund;

(d) whether the eligible applicant intends to use grant money or any of the following purposes:

- **(i)** prevention or education services concerning gambling addiction:
- **(ii)** certification of gambling addiction counselors;
- **(iii)** public awareness of services concerning gambling addiction;
- **(iv)** treatment of gambling addiction disorders;
- **(v)** recovery services;
- **(vi)** data reporting and data systems;
- **(vii)** reimbursement for a portion of the costs associated with the national problem gambling hotline, website or text for service;
- **(viii)** research for problem gambling or gambling addiction; and
- **(ix)** reimbursement for costs associated with research for problem gaming or gambling addiction.

(e) when considering the current needs of the state related to responsible for problem gambling, the commission may establish additional purposes for awarding grants;

Application Requirements

- One-page Executive Summary of the grant request on agency letterhead addressed to the Colorado Limited Gaming Control Commission, including the purpose of the grant request and a brief description of how the request provides support for efforts that impact, improve and support responsible gaming and problem gambling programs in Colorado along with the issues that come with increased gaming and gaming options.
- Completed Responsible Gaming Grant Application DR Form 9493
- All required attachments:
  - A detailed Project Budget outlining program expenses for the amount requested.
  - A list of other sources of income supporting the proposed project
  - Marketing or advertising budgets (required for all requested for all proposals, including marketing or advertising activities only)
  - Memorandum of Understanding or Fiscal Sponsor contract (required for organizations operating under a fiscal sponsor)
  - Completed Sources of Income Table for non-profit agencies. Other organizations must submit an organizational budget that outlines sources of income
  - Proof of IRS Federal Tax Exempt Status dated within the last five years (also called a Letter of Determination.)
  - Letters of Support or copies of contracts from any partner organizations or contract agencies named in the grant
  - Up to three additional attachments that provide additional information on the proposed grant request

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Responsible Gaming Grant Application Form

Summary Information Section

Legal Name of Organization: Kindbridge Research Institute			
Department (if applicable):			
Mailing Address: 900 Cummings Center, Suite 416-V			
City: Beverly		State: MA	ZIP Code: 01915
Phone: (781) 315-2824	Website: www.kindbridgeinstitute.org		
EIN: 85-3860147	Organization Email Address: info@kindbridgeinstitute.org		
Application Contact: Dr. Nathan Smith			
Application Title: Executive Director			
Contact Phone: (781) 315-2825	Contact Email: nathan@kindbridgeinstitute.org		

List of Organization's Executive Leadership & Contact Information. Please include Executive Director, Deputy Directors, Director of Finance or equivalent staff position & Director of Development or equivalent staff position.

Dr. Nathan Smith – Executive Director – (781)-315-2824 – nathan@kindbridgeresearchinstitute.org

Dishi Umfleet - Operations Director – (978) – 522-6564 – dishi@kindbridgeresearchinstitute.org

Laura Knaster – Fundraising Director – laura.knaster@kindbridgeinstitute.org

Mark Lucia - MRAP/MRF Program Manager - mark.lucia@kindbridgeinstitute.org

Dave Yeager – Veteran Community Outreach Manager – dave.yaeger@kindbridgeinstitute.org

Trent Lambert - Finance Committee Chair - trent@kindbridgeinstitute.org

Attach supplemental information or supporting documentation if more room is needed.

List of Board of Directors, including full legal name, position, affiliation, length of time on the board and expiration date.

Trent Michael Lambert – Chair - Board member since November of 2020, holds position until November of 2025

Daniel Justin Umfleet – Vice Chair, Secretary - Board member since November of 2020, holds position until November of 2025

Jill Koren Kelly – Board Member - Board Member since January 2023, holds position until January 2026

Joseph Matthew Martin – Board Member - Board member since May 2023, holds position until May 2026

Mission Statement

The mission of KRI is to provide state gaming regulators, legislatures, and public health experts with world-class research that will help reduce health inequities for those experiencing gambling disorder in the populations they serve, improve overall health of their citizens, and inform public health policy and gambling legislation.

At KRI, we believe that telehealth integration into existing treatment options as well as stand-alone telehealth systems that complement the care delivery continuum are the key to access for the future of treatment for individuals, families, and sub-populations that are at higher risk of experiencing gambling related harms due to age, socio-economic status, location in a rural community, race, ethnicity, religion, or gender identity.

Our goal is to advance the adoption of evidence-based telehealth solutions for gambling and gaming communities. Through research, we are currently developing evidence-based practice models for gambling with the intent of better understanding how telehealth, better access to assistance, and better access to the right tools, can impact high-quality mental health outcomes for those in treatment.

Attach supplemental information or supporting documentation if more room is needed.

Geographic Area Served

Our work is focused on the impact of gambling harms of US citizens. Our operational offices are located in Massachusetts and Colorado. For the purposes of this grant, our efforts will be focused on Denver, Colorado Springs, Durango, Pueblo, and Grand Junction.

Attach supplemental information or supporting documentation if more room is needed.

Tax Exempt Status (select):

- [x] 501(c)(3) Non-profit
- [ ] State Government Agency
- [ ] Local Government Agency
- [ ] Using a Fiscal Agent or Sponsor
- [ ] Other

Grant Request And Narrative Section

Amount Requested

$125,190.00

Type of Grant Requested (select): ☐ General Operating Support ☒ Program or Project Support

☐ Other:

Program Requests Only: Name of Program or Project

CO4 - Healthy Gaming Education Program

Description of What the Grant Funding will be Used For

The grant funding will be used to create a program that aims to educate children aged 7 to 11 about healthy gaming practices, to foster awareness and understanding of mental health around it and promote strategies for maintaining good mental well-being.

The program will consist of interactive workshops, educational videos, and an Learning Management System (LMS) designed to educate children about gaming safety measures and mental health awareness and the grant funding will essentially be used to design, develop and pilot the program in Denver school districts and move onto Colorado Springs which are the most populated spaces. We will then reach out to the more rural school districts with the LMS.

In today's digital age, where children are increasingly exposed to online platforms and video games, it is vital to strike a balance between the positive and negative impacts of these digital experiences. The relationship between gaming habits in children and the risk of problem gambling is a subject of growing interest and concern among researchers and health professionals and this program is designed to address some of these concerns.

Video games often incorporate reward systems akin to gambling, such as loot boxes, which can normalize gambling-like behavior from a young age. Children who engage in excessive gaming may develop risk-taking behaviors and prioritize gaming over other activities, traits that are also common in problem gambling. The social environments in gaming, especially online communities, can expose children to gambling behaviors and attitudes. Additionally, gaming can serve as an escapism mechanism for children, a pattern seen in those who develop gambling problems. While not all children who play video games will face issues with gambling, we feel that the overlap in behaviors and risk factors warrants awareness and education on responsible gaming practices. At KRI, we feel it is important to start talking about this early, particularly in the light that esports are also becoming very popular and can be wagered on in a growing number of jurisdictions

Global Web Index (GWI) reported that a significant majority of kids report having played a video game in the last month, with the peak at 93% among boys aged 8-11 and 79% among girls aged 12-15. Gaming is the top interest of boys aged 8-15 and the second-highest interest among 8-11 year-old girls. Over 70% of gamers aged 8-15 play video games most days or every day, regardless of age or gender.

A study by Aaron Drummond, Lauren C. Hall and ames D. Sauer found that purchasers of loot boxes are at approximately 1.87 times higher risk of severe psychological distress than those who do not purchase them. The elevated risk persists irrepective of gender, age other video game-related purchases. The NPD Group reported that the average time spent gaming soared to 14.8 hours per week between 2019 and 2020 for gamers in the US.

More than 90% of children older than 2 years play video games, with children 8 to 17 years of age spending an average of 1.5 to 2 hours daily on gaming. These figures underscore the importance of understanding how gaming influences children's physical health, mental health, social behaviors, and cognitive development. The recent inclusion of gaming disorder in the International Classification of Diseases highlights the growing recognition of the potential negative impact of excessive gaming on mental health (Alanko D. The Health Effects of Video Games in Children and Adolescents. Pediatr Rev. 2023 Jan 1;44(1):23-32. doi: 10.1542/pir.2022-005666. PMID: 36587018.)

…continued in attachment 2

Attach supplemental information or supporting documentation if more room is needed.

Timeline for Spending any Awarded Grant Money

1 year from receipt of grant award

Anticipated Program Milestones to be Achieved during the grant period

For the Healthy Gaming Education Program, the anticipated program milestones to be achieved during the 12-month grant period are as follows:

1. Initial Setup and Partnerships (Months 1-2):
   - Establish key partnerships with local schools, mental health organizations, and gaming industry professionals.
   - Finalize and launch the project kickoff.

2. Development of Educational Materials (Months 1-3):
   - Complete the creation of educational curriculum and resources for children and parents.
   - Complete the creation of educational videos.
   - This will be in collaboration with Dr. Daniel A. Kaufman PhD from Kindbridge Behavioural Health who is an Associate Professor, Counselor and Researcher in the this field of gaming. Our curriculum will also be overseen by IGDC (International Gaming Disorder Certified Experts) at Kindbridge Behavioral Health.

3. Pilot Program Launch (Months 4-6):
   - Conduct initial parent workshops and distribute educational resources.
   - Implement a pilot program in selected schools to test and refine the educational materials and delivery methods.

4. Program Expansion (Months 7-9):
   - Expand the program to additional schools based on feedback and learnings from the pilot phase.
   - Continue parental engagement and workshops.

5. Ongoing Monitoring and Feedback Collection (Throughout):
   - Regularly collect and analyze feedback from students, parents, and educators for continuous improvement.

6. Comprehensive Evaluation (Months 10-12):
   - Conduct comprehensive pre- and post-assessments to evaluate the program's impact on students' knowledge and behaviors regarding digital safety and mental health.
   - Compile and review program data to assess the achievement of specific objectives and overall goals.

7. Final Reporting and Future Planning (Month 12):
   - Prepare and submit a final report detailing the program's outcomes, impacts, and lessons learned.
   - Develop strategies for program sustainability and potential expansion beyond the grant period.

These milestones provide a clear roadmap for the successful implementation and evaluation of the program within the 12-month grant period.

Attach supplemental information or supporting documentation if more room is needed.

Description of any current or past projects in which the eligible Application has participated that address responsible gaming or problem gaming

Research Project: The 50x4Vets Project
Partner: Bowling Green State University, Ohio & Louis Stokes Cleveland VA Medical Center
PI: Dr. Joshua Grubbs, BGSU
Project Aim: The goal of the 50x4Vets program is to address the lack of research and increase the rate of research on treatment for veterans with gambling disorder by 50-times in the next 4 years.
Center Aim: The primary goal of the center is to make the 50+ years of existing patient data, and ongoing data collection at the Cleveland VA, usable by researchers to test hypotheses on patient characteristics, clinical interventions, and patient outcomes. The insights produced by the Ohio Center will identify the best, most cost-effective interventions which can then be implemented in VA clinics in the US and abroad.
Progression: The BGSU center has completed significant project towards stated aims. Graduate Student Research Assistants associated with the project have continued their work, with four manuscripts under preparation. Research coordinator hired at the Cleveland VA has begun compiling data from the GTP's previous treatment history. Three presentations (2 by Dr. Joshua Grubbs; 1 by Dr. Shane Kraus) were accepted to be presented at the annual conference for the International Center of Responsible Gaming (ICRG) and five student-led posters were also accepted to be presented.

Research Project: The Military Research Associate Program (MRAP)
Project Aim: Kindbridge Research Institute's Military Research Associate Program (MRAP) assists veterans transitioning from military service to advanced training in mental health for Gambling Disorder treatment and research.
Progression: In the pilot year of the program, Mark Lucia joined KRI to develop the MRAP program and act as the pilot member in September 2021. KRI assisted with his school applications resulting in admission into 4 of his top choice schools – Columbia University, George Washington University, Boston University, and Johns Hopkins University. In summer 2022, he began a dual degree MPH/MBA at Johns Hopkins University. Additionally, Mark conducted unique research on responsible gambling in DoD-operated facilities which were presented at an international conference in 2022 and published one peer-reviewed article with KRI staff. Most recently, Mark was recruited to join the National Council on Problem Gambling's Military Committee.

Research Project: Strategic Approaches to Gambling Expansion: A Review of Gambling Treatment Quality and Availability in Colorado
Project Aim: This first part of the project involves three separate and related goals. In Goal 1, we will create a novel and innovative data set that also will demonstrate feasibility for future years of data and linkage to other sources. This data set will include measures of treatment locations for GD, SUDs, and mental health disorders, then linked with state and rural/urban codes (county or equivalent). In Goal 2, using the novel data set, we will calculate treatment availability measures for GD (overall and per-capita supply of certified and non-certified providers), while calculating similar measures for SUDs and mental health disorders. In Goal 3, we will conduct statistical analyses to identify GD treatment shortages among rural communities, as well as the supply of GD treatment compared to psychiatric disorder treatment.

Data will be extracted in the spring of 2023 from multiple federal databases, including: (1) the Substance Abuse and Mental Health Service Administration (SAMHSA) lists of (a) non-certified GD treatment facilities, (b) SUD treatment facilities, and (c) mental health disorder treatment facilities. Treatment measures will be categorized using (2) Rural-Urban Continuum Codes at the state, regional, and zip code levels. Data analyses will produce descriptive information (mean and frequency statistics) such as the percentage of counties lacking any GD provider or a certified GD provider, and per-capita statistics showing the number of state residents per each GD provider. Cluster analysis will identify areas in high need of GD treatment, both in absolute terms of the number of GD treatment locations and in relation to the number of treatment location for SUDs and mental health disorders and identify targeted communities where GD treatment expansion using telehealth approaches are urgently needed.

After data is gathered, categorization techniques will make it possible to provide Colorado with interpretable findings that will then be used to help create a 5-year strategic implementation road map for the state regarding a comprehensive approach to public health policy, legislation, treatment, education, and prevention strategies regarding Gambling Disorder amongst the Colorado communities.

Additional Projects listed in attachment 3

Attach supplemental information or supporting documentation if more room is needed.

General Operating Support: Provide information on the organization, organizational Goals and Current Programs

N/A

The founding of Kindbridge Research Institute in September 2020, during the second wave of the COVID-19 pandemic, marks a significant response to the growing need for mental health services tailored specifically for individuals affected by gambling and gaming disorders. The pandemic, with its restrictions on in-person interactions, highlighted and exacerbated existing gaps in mental health care, particularly for these groups. This situation presented an opportunity to establish a dedicated research entity focused on developing more effective treatment solutions for those suffering from gambling and gaming disorders.

The choice to establish the Institute was driven by the recognition of significant treatment access gaps nationwide. These gaps are twofold: firstly, there is a scarcity of insurance providers offering mental health resources that cater specifically to the gambling and gaming communities. Secondly, there is a notable shortage of licensed and qualified counselors who possess a deep understanding of the unique challenges faced by gamblers and gamers in their recovery journey.

The Institute embraces telehealth as a cornerstone for future treatment strategies for these populations. It is actively collaborating with several major universities, organizations, and governments across the country to innovate and improve care delivery. The focus is not just on the individuals directly involved in gambling and gaming but also on their family members, spouses, and couples who are experiencing emotional distress due to their relationship with these activities.

The Institute's areas of focus are comprehensive and multifaceted:

Research and Population Health Strategy for Sub-Populations Experiencing Harm from Gambling: This includes targeted research and health strategies for specific groups such as Veterans, Native Americans, African Americans, Asian Americans, and athletes, recognizing that these sub-populations might have unique challenges and needs.

Research and Population Health Strategy for University Environments: This involves working closely with university administrators, faculty, and students to address gambling and gaming issues within academic settings, recognizing that these environments can have specific dynamics and pressures that affect mental health.

Community Outreach and Population Health Strategy for Sports Leagues/Teams: The Institute is also focusing on minor and professional sports leagues/teams, acknowledging the significant impact that gambling and gaming can have in these areas, both at the minor and professional levels.

The goals of the Kindbridge Research Institute are multifaceted, aiming to:

Bridge Treatment Access Gaps: Address the scarcity of insurance providers offering mental health resources for the gambling and gaming communities, and increase the availability of licensed, qualified counselors who understand the unique challenges faced by these individuals.

Innovate Through Telehealth: Utilize telehealth as a primary mode of delivering effective and accessible mental health services, ensuring that treatment is not limited by geographical constraints.

Collaborate for Broader Impact: Partner with major universities, organizations, and governments to drive innovation in mental health care delivery and to implement evidence-based practices in treatment.

Support Affected Families and Communities: Extend care and support not only to individuals directly involved in gambling and gaming but also to their family members, spouses, and couples who are experiencing related emotional distress.

Conduct Targeted Research: Focus on specific sub-populations such as Veterans, Native Americans, African Americans, Asian Americans, and athletes to develop tailored health strategies that address their unique needs.

The attached "KRI Reference List" would provide detailed insights into the current programs and initiatives undertaken by the Institute, showcasing its commitment to addressing the mental health needs of these specific populations through research, community outreach, and innovative health strategies.

Attach supplemental information or supporting documentation if more room is needed.

Project Requests only:

1) Provide a summary of the plan for the program or project requested.

This program's central aim is to provide preventive education and raise awareness among children aged 7 to 11 regarding healthy gaming practices and mental health, with a keen focus on nurturing and maintaining positive mental well-being.The program's mission is to empower children with the knowledge and skills they need to navigate the digital world safely while promoting sound mental health practices and provide parents with resources and skills to be able foster open communication around gaming and digital safety.

The anticipated outcomes of the program are both ambitious and promising. They encompass heightened awareness among children concerning safe and responsible gaming practices, an enriched understanding of mental health that translates into enhanced emotional resilience and coping skills.

The project carries the important mission of empowering young individuals with the essential knowledge and skills they need to safely navigate the digital world while maintaining robust mental well-being and importantly acts as a prevention program. The delivery of this content in an interactive manner, coupled with active parental involvement, will serve to reinforce key messages and promote consistency between home and educational settings.

The project will be executed in distinct phases. The initial phase will focus on content and asset development, as well as establishing connections with school districts. Subsequently, the project will transition into the delivery phase.

2) What issue and/or opportunity does this project address?

The opportunities arising from this program include:
1.Enhanced Resilience - Children can develop stronger emotional resilience and mental well-being through education on mental health and coping mechanisms.
2.Informed Digital Citizenship - The program offers the opportunity for children to become informed digital citizens, understanding the implications of their online actions.
3. Empowered Parents - It provides an opportunity for parents to gain knowledge and tools to better support their children's digital and mental health needs and foster postive conversations around gaming.
4. School Engagement - Schools have the chance to integrate comprehensive mental health education into their curriculum, promoting a healthier learning environment.
5. Community Health Improvement - By addressing mental health proactively, the program can contribute to the overall health and well-being of the community.

The project addresses two very important issues:
1. Cyber Wellness - It educates children on responsible gaming habits and the risks of cyberbullying and online predators in response to the digital age's challenges.
2. Mental Health Literacy - The program seeks to improve children's mental health by teaching them about emotional well-being and coping strategies, addressing concerns raised in the Kids Count Report.

3) Provide detailed goals and objectives, a list of activities and an anticipated timeline for each project goal or milestone.

Objectives
1. Increase Awareness of Digital Safety and Mental Health
2. Enhance Parental Involvement
3. Establish Collaborative Networks
Activities and Timeline
Months 1-3
- Initial Setup: Begin curriculum development and create parental resources.
- Networking: Start forming partnerships with schools and mental health organizations.
Months 4-6
- Program Pilot: Launch pilot program in selected schools.
- Parent Workshops: Start conducting workshops and distributing resources to parents.
Months 7-12
- Program Expansion: Roll out the program to all partnered schools.
- Feedback Collection: Gather and analyze participant feedback for program adjustments.
- Report and Adjust: Compile a progress report and make necessary program adjustments.
Continuous Throughout the Year
- Monitoring: Ongoing monitoring of the program and making adjustments based on feedback and assessments.

Attach supplemental information or supporting documentation if more room is needed.

Describe any collaborations the organization plans to engage within the implementation of the grant funding

The organization plans to engage in several collaborations to implement the grant funding effectively for this program

1. Educational Institutions - We will partner with local schools to integrate the program into the existing curriculum and provide resources for both studentsand educators.

2. Mental Health Experts: - Collaboration with psychologists and mental health professionals will ensure the program is grounded in evidence-based practices and caters to the diverse needs of children. The curriculum will be designed in collaboration with Dr. Daniel A. Kaufman PhD., and overseen by IGDG certified counselors at Kindbridge Behavioral Health. Dr. Kaufman is considered a specialist expert in this field and his research on mental health and gaming has been presented internationally.

3. Gaming Industry Professionals - Working with experts from the gaming industry can provide insight into responsible gaming practices and help develop age-appropriate educational content.

4. Parental Groups - Engaging with parent-teacher associations and other parental groups to facilitate workshops and provide resources that empower parents to support their children's mental health and digital literacy.

5. Community Organizations - We will, where deemed advantageous to the success of the program, also collaborate with community organizations to widen the program's reach and impact, ensuring it is accessible to all children, regardless of their background.

Potential collaborations could include the following organizations and charities:

1. Mental Health Colorado: An advocacy organization focused on promoting mental health, preventing mental illness, and achieving victory over mental illnesses through public education, community services, and advocacy.

2. Colorado Department of Education: Working with the state's education department can provide access to a wide network of public schools and educational resources.

3. The Colorado Child & Adolescent Mental Health Coalition: A coalition dedicated to improving mental health services for children and adolescents in Colorado.

4. The Colorado Gaming Association: Partnering with this association could provide insights into responsible gaming practices and potential funding opportunities.

5. The Denver Foundation: This community foundation could be a key partner in terms of funding and connecting with other local non-profits.

6. Colorado Parent Teacher Association (PTA): Collaborating with the PTA can facilitate direct communication and engagement with parents and educators.

7. The Colorado Trust: A health equity foundation that could support initiatives aimed at improving children's mental health.

8. The Daniels Fund: A private charitable foundation that provides grants to nonprofit organizations in Colorado, with a focus on youth development.

9. The Anschutz Foundation: Known for its philanthropic contributions in Colorado, especially in areas related to youth and health.

Engaging with these organizations can provide the program with a wide range of resources, expertise, and potential funding opportunities, as well as establish a network of support that is crucial for the program’s success and sustainability.

Attach supplemental information or supporting documentation if more room is needed.

Explain why the organization is approaching the issue and/or opportunity in this way.

The organization is approaching the issue and opportunity in this comprehensive manner for several strategic reasons:

1. Multifaceted Nature of Digital and Mental Health Challenges - Recognizing that the issues of online safety and mental health are complex and interrelated, the organization aims to create a holistic program that addresses various aspects of a child's digital and emotional well-being.

2. Evidence-Based Solutions - By collaborating with educational and mental health professionals, the organization ensures that the program is built on current research and best practices, which can lead to more effective outcomes.

3. Community and School Engagement - Partnering with schools and community organizations can facilitate a supportive environment for children, which is crucial for the successful implementation and sustainability of mental health initiatives.

4. Empowerment Through Education - The organization believes that education is a powerful tool for empowerment. By educating children, parents, and educators, the program aims to equip them with the knowledge and skills needed to navigate digital challenges and mental health issues.

5. Inclusive and Accessible Programming - Collaborations with various stakeholders help ensure the program is inclusive, taking into account the diverse needs of children and families across different communities.

6. Sustainability and Impact Measurement - Working with a range of partners helps to establish a sustainable program with a long-term impact, while data collection and evaluation efforts aim to continuously measure and improve the program's effectivenes.

7. Understanding the Link: Gaming and Potential Gambling Risks in Children - The presence of gambling-like reward systems and risk-taking tendencies in excessive gaming may heighten the risk of future problem gambling among children by ingraining similar behaviors early on. Implementing this program at a young age is key to fostering positive developmental outcomes and mitigating the risk of future addictive behaviors.

Attach supplemental information or supporting documentation if more room is needed.

Describe how the organization measures impact. If this is a program request, describe how the impact is measured for the program that is the subject of this proposal

The organization will measure the impact of this project through a combination of qualitative and quantitative methods:

1. Pre- and Post-Program Surveys - Surveys administered before and after the program to assess changes in children's knowledge, attitudes, and behaviors regarding digital safety and mental health.

2. Parental and Teacher Feedback - Collecting feedback from parents and teachers to understand their perceptions of the program's influence on children's digital habits and emotional well-being.

3. Participation and Engagement Metrics - Tracking the number of participants and their level of engagement with the program's activities to gauge interest and involvement.

4. Longitudinal Studies - Conducting follow-up assessments over an extended period to understand the long-term impact of the program on children's mental health and digital well-being. These will be limited due to the nature of the grant but can be set up to be sustained by schools after the grant award period.

These methods combined give a comprehensive picture of the program's effectiveness and areas where adjustments may be necessary to maximize impact.

Attach supplemental information or supporting documentation if more room is needed.

List any prior grant funding received from the Division of Gaming/CLGCC, including amounts and dates.

Prior grant funding was awarded in the 2023 round of Colorado DGE Responsible Gaming Grants for the following projects:

- Strategic Approaches to Gambling Expansion: A Review of Gambling Treatment Quality and Availability in Colorado - $260,000.

- Colorado Military Problem Gambling Research, Education and Recovery Program - $362,700.

- Colorado Athlete Wellbeing Program - $215,389.

Projects are currently on-going, a progress report was provided in June 2023, a mid-way report was provided in September 2023 and a close out report will be provided in February 2024.

Attach supplemental information or supporting documentation if more room is needed.

Describe any anticipated challenges facing the implementation of the proposed project and the organization's plan for addressing those challenges.

Anticipated challenges in implementing this program might include:

1. Engagement and Participation - There might be difficulty in securing consistent engagement from children, parents, and schools. The organization intends to create compelling and relevant content, offer flexible scheduling, and actively involve participants in the development process to maintain high levels of engagement.

2. Stigma Around Mental Health - Stigma can prevent individuals from participating or letting their children participate and therefore fully benefiting from the program. The organization aims to combat this by fostering a culture of openness and acceptance through awareness campaigns and by highlighting positive stories of mental health.

3. Data Privacy and Protection - Collecting and managing sensitive data requires stringent privacy measures. The organization will implement robust data protection policies and secure technology platforms to ensure compliance with privacy regulations.

4. Adapting to Diverse Needs - The diverse needs of children across different age groups, cultural backgrounds, and learning abilities can be challenging to accommodate. The organization plans to develop a modular, adaptable curriculum and provide training for facilitators to tailor the content to diverse audiences. We will allow budget for translation of the resources into the more widely spoken languages in the state other than Engish.

5. Measuring Impact - Accurately measuring the program's impact on mental health and safety practices can be complex. The organization proposes a detailed evaluation framework with clear metrics, regular data collection, and analysis to assess and report on the program's effectiveness.

By proactively addressing these challenges, the organization aims to ensure the successful implementation and sustainability of the program.

Attach supplemental information or supporting documentation if more room is needed.

How will the project be sustained after the end of the grant period?

Sustainability of the this program after the grant period could be approached through various strategies:

1. Developing Self-Sufficient Materials: Creating evergreen content and resources that can be reused and accessed by educators and parents without ongoing support, reducing the need for additional funding.

2. Training Trainers: Equipping local educators, community leaders, and mental health professionals with the skills to deliver the program ensures it can continue without direct oversight from the original grantee organization.

3. Community and School Ownership: Fostering a sense of ownership within schools and communities can encourage them to integrate the program into their regular activities and budgets.

4. Partnerships and Sponsorships: Forming partnerships with local businesses, non-profits, and government agencies that may be interested in funding the program as part of their community outreach or social responsibility initiatives.

5. Scaling and Replication:Demonstrating success through data and outcomes can attract additional funding sources and allow the program to be replicated in other areas, potentially with local funding.

6. Policy Integration: Working towards integrating program tenets into local or state educational policies, which could secure state-funded sustainability if the program's benefits are proven.

7. Diversification of Funding Sources: Identifying and securing a mix of funding sources, including smaller grants, donations, and fundraisers, to create a more reliable flow of funding that does not rely on a single source.

By implementing these strategies, the program aims to have a lasting impact and continue to serve the community well beyond the initial grant period.

Attach supplemental information or supporting documentation if more room is needed.

Describe how the organization plans to evaluate the results of requested funding, project or program

The organization plans to evaluate the results of the this program through a structured and multi-faceted approach:

1. Establishing Clear Objectives and Metrics: Before the program's initiation, clear objectives and metrics for success will be established. These might include specific behavioral changes, levels of knowledge increase, and improved attitudes towards digital safety and mental health.

2. Pre- and Post-Program Assessments: Conducting surveys and assessments both before and after the program's implementation to measure changes in knowledge, attitudes, and behaviors among participants.

3. Continuous Monitoring and Reporting: Regularly monitoring the program's progress and milestones. This includes tracking attendance, engagement levels, and feedback during the program.

4. Feedback from Participants: Collecting and analyzing feedback from children, parents, and educators involved in the program. This qualitative data will provide insights into the program's effectiveness and areas for improvement.

5. Parental and Educator Surveys: Surveys and interviews with parents and educators will be used to assess their observations of changes in children's behavior and their perceptions of the program's impact.

6. Data Analysis and Evaluation Reports:Data collected will be systematically analyzed to create comprehensive evaluation reports. These reports will compare the results against the established objectives and metrics to assess the program's effectiveness.

7. External Evaluation: The organization may also consider engaging external evaluators to provide an unbiased assessment of the program's impact.

8. Long-Term Follow-Up: Conducting follow-up studies to assess the long-term impact of the program, particularly in terms of sustained behavior change and mental health improvements.

9. Financial Audit: Conducting a financial audit to ensure that the funds were utilized effectively and as intended.

These evaluation methods will provide a thorough understanding of the program's impact, allowing for data-driven decisions on future iterations and improvements.

Attach supplemental information or supporting documentation if more room is needed.

Financial Planning

Attachments

Submit a detailed Project Budget outlining program expenses for the amount requested. Any partner or contracted agencies listed in the implementation of the project must be included in this section with detailed information on the amount and line item expenses from the funding going to the contracting agency.

Required Attachments

Submit a list of other sources of income supporting the proposed project

All applications requesting funding for marketing or advertising must submit a detailed budget and marketing plan as an attachment.

For organizations operating under a fiscal sponsor, submit the memorandum of understanding or the contract between the organization and the fiscal agent/fiscal sponsor.

Source Income Table

(a) Government Agencies, Institutions of Higher Education and other applicants not categorized as a 501(c)(3) non-profit organization submit an organizational budget that shows sources of income

(b) Complete for 501(c)(3) non-profit agencies: the table below for the organization as a whole, based on the most recently completed fiscal year. Categories may be modified to fit your organization's funding sources.

Percentage Funding Sources (for 501c3 nonprofit organizations)

Government grants (federal, state, county, local)	40 %
Government Contracts	0 %
Foundations	10 %
Business	30 %
Events	0 %
Individual Contributions	10 %
Fees/earned income	0 %
Workplace giving campaigns	5 %
In-kind contributions	5 %
Other	0 %
Total (must equal 100%)	100 %

Financial Information Section			
Organization Budget for fiscal year $1,250,000	Fiscal Year Date 12/31	Income $1,250,000	Expenses $1,250,000
For Project/Program Requests:			
Program Budget $125,190	Dates of budget period 3/24 - 2/25	Income $125,190	Expenses $125,190
Name of Person Responsible for Financial Reporting Trent Lambert		Name of Financial Institution where funds will be deposited Bank of America	

Attachments

Applicants need to submit the following required documents as attachments to their application:

Proof of IRS Federal Tax Exempt Status dated within the last five years (also called a Letter of Determination.)

(Optional) *Applicants may submit up to three additional attachments, no longer than four pages each, as supporting documentation for the application request.*

List of Attachments

1.	IRS Letter of Determination
2.	Description of What the Grant Funding will be Used For (cont'd…..)
3.	KRI Project and Publication List. 4. Letter of Support from Dr. Kaufmann

Acknowledgments

By signing below, I acknowledge the following:

The grant applicant or if the applicant is a nonprofit, that the applicant and any board members are not fundamentally opposed to gaming; and

The grant applicant or any associated staff or board members of the grant applicant does not have, to their knowledge, any litigation, or charges against them related to gaming activities; and

The grant applicant or if the applicant is a nonprofit, that the applicant and/or a majority of board members are not affiliated with a person licensed under article 44-30; and

The grant applicant will use grant money only for the purpose for which the grant money was awarded; and

The information contained in this application is true and correct to the best of my ability.

Signature	Date
Dr. Nathan Smith	11/24/23