

DISCLAIMER: The following information is a work in progress and subject to change until ratified by the Emissaries Prime and Echelon board. Given community feedback, there may be further edits and revisions.

SUMMARY

Emissaries Prime propose a revision to the granting program. These changes segment grants into separate categories and update grant application forms, proposal requirements, and review processes.

BACKGROUND

Per the [2023 Community Memo](#), four areas came into focus for the Echelon ecosystem in term two:

- (1) Emphasize partnerships
- (2) Activate community
- (3) Support Parallel
- (4) Decentralize further

Grants enable Echelon to mobilize the community and drive change by supporting worthy initiatives. The proposed updates increase the effectiveness of grants and provide greater clarity on granting priorities, application processes, and desired outcomes. As a result, EPs and the community can better assess the potential value of grant proposals and evaluate the success of funded projects.

GRANT CATEGORIES

Category 1: Community Grants

Cultivate an active, engaged, and robust community for Echelon and Echelon game partners.

Goals/intended outcomes:

- Stimulate high-quality, community-created educational content
- Help create a welcoming and fulfilling community experience

Example(s):

- Prime.wiki proposal

Program Cycle/Timeline:

- Quarterly submissions and review

Category 2: Capacity Building Grants

Enhance the utility of PRIME by building or expanding applications, tools, and infrastructure powered by PRIME that Echelon game partners can leverage.

Goals/intended outcomes:

- Create new tools and resources of value to game developers
- Increase the utility of PRIME

Recipients:

- Existing game partners
- Community members with track records and experience

Example(s):

- Uplink proposal

Program Cycle/Timeline:

- Quarterly submissions and review
- Out-of-cycle review if high-priority via invitation or call for proposals.
- 30-day review period

Category 3: Partnership Grants

Onboard new game partners and support the goals of existing partners.

Goals/intended outcomes:

- Support game developer/studio partner economies
- Recruit/cultivate game partners

Project types

- Onboarding to Echelon ecosystem
- Game economy design, review, or implementation
- Tournament sponsorship

Program Cycle/Timeline:

- Invitation or call for proposals.

GRANT APPLICATIONS

All grant proposals must include comprehensive information. New application requirements focus on clarifying project deliverables [outputs], anticipated impact [outcomes], and measurements [milestones and metrics].

The grant application process focuses on four key elements:

- **Project Information.** General project description. How does it benefit the Echelon ecosystem?
- **Outcomes.** What change(s) does the project seek to influence or achieve?
- **Outputs.** What, specifically, needs to be accomplished to produce the desired outcomes?
- **Metrics.** What determines the success of a given project?

GRANT APPLICATION OVERVIEW

Section	Page limit	Comments
Cover Page	1	Exec summary of project; category; team; team experience; amount requested. This is a high-level overview for public consumption if awarded. (300 words max)
General application form	1	Project description and justification; project outputs; project outcomes; team & team exp; project timeline and milestones. Elements may be public for some grant categories.
Detailed Project Budget (only viewable by EPF)	1	Detailed project budget; budget rationale (costs, request, sustainability); budget per milestone.
Additional supporting materials (optional)	2	Relevant information that is not captured elsewhere in the proposal. Typically limited to call-for-proposal projects.

PROPOSAL REVIEW PROCESS

Grants are organized by subject matter for review by committees of EPs. These committees ensure that proposals follow submission guidelines, are submitted by qualified teams or individuals, and are high quality. Grant submissions that pass the initial review are brought to all EPs for deliberation.

GRANTING CALENDAR

	Jan - Mar	Apr - June	July - Sept	Oct - Dec
Community Grants	Online submissions at Echelon.io	Online submissions at Echelon.io	Online submissions at Echelon.io	Online submissions at Echelon.io
Capacity Building Grants	Online submissions at Echelon.io; call for proposals; invitation	Online submissions at Echelon.io; call for proposals; invitation	Online submissions at Echelon.io; call for proposals; invitation	Online submissions at Echelon.io; call for proposals; invitation
Partnership Grants	Invitation or call for proposals only	Invitation or call for proposals only	Invitation or call for proposals only	Invitation or call for proposals only



CONCLUSION

These updates and revisions improve Echelon granting processes through better structure and clarity for grant proposals.

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