

**House File 2389 - Introduced**

HOUSE FILE 2389

BY MOHR

**A BILL FOR**

1 An Act relating to the establishment of programs administered by  
2 the economic development authority, including the interactive  
3 digital entertainment program, game studio investment matching  
4 program, game industry fellowship program, and game studio  
5 grant program, and making appropriations.

6 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:

unofficial

1 DIVISION I  
2 INTERACTIVE DIGITAL ENTERTAINMENT PROGRAM, GAME STUDIO INVESTMENT  
3 MATCHING PROGRAM, GAME INDUSTRY FELLOWSHIP PROGRAM, AND GAME  
4 STUDIO GRANT PROGRAM

5 Section 1. NEW SECTION. **15.540 Interactive digital**  
6 **entertainment tax credit program.**

7 1. As used in this section:

8 a. "*Fund*" means the interactive digital entertainment program  
9 fund.

10 b. "*Program*" means the interactive digital entertainment  
11 program.

12 c. "*Qualified developer*" means a person that develops and  
13 produces qualified productions.

14 d. "*Qualified expenditures*" means labor, goods, services, and  
15 production costs directly related to a qualified production.

16 e. "*Qualified production*" means interactive media or video  
17 games developed and produced in the state.

18 2. a. The authority shall establish and administer an  
19 interactive digital entertainment program for the purpose of  
20 awarding tax credits to qualified developers for qualified  
21 expenditures.

22 b. The authority shall adopt rules to establish eligibility  
23 criteria for a qualified developer to participate in the program  
24 and the criteria must include all of the following:

25 (1) The qualified developer must maintain a physical presence  
26 in the state.

27 (2) The qualified developer must have a minimum payroll in  
28 the state of two hundred fifty thousand dollars.

29 3. An application for the program shall be submitted by a  
30 qualified developer to the authority for approval in the form and  
31 manner prescribed by the authority.

32 4. a. If a qualified developer's application is approved  
33 by the authority, the maximum that shall be awarded to the  
34 qualified developer under the program is a tax credit equal to  
35 thirty percent of the qualified developer's documented qualified

1 expenditures, except as provided in paragraph "b".

2     b. For qualified productions that display a "made in Iowa"  
3 logo approved by the authority, in addition to the tax credit  
4 under paragraph "a", a qualified developer may be awarded an  
5 additional tax credit equal to five percent of the qualified  
6 developer's documented qualified expenditures.

7     c. Prior to the authority issuing a tax credit certificate  
8 under the program, a qualified developer shall submit  
9 documentation to the authority for all qualified expenditures  
10 incurred following approval of the qualified developer's  
11 application for the program.

12     5. The interactive digital entertainment program tax credit  
13 shall be allowed against taxes imposed under chapter 422,  
14 subchapter II, III, or V, and chapter 432.

15     6. An interactive digital entertainment program fund is  
16 created in the state treasury under the control of the authority.  
17 The fund shall consist of moneys appropriated to the authority  
18 and any other moneys available to, obtained by, or accepted by  
19 the authority for placement in the fund. The fund shall be used  
20 to award tax credits under the program.

21     7. The aggregate value of all tax credits awarded by the  
22 authority and claimed by qualified developers under this section  
23 shall not exceed twenty million dollars in any one fiscal year.

24     8. Notwithstanding section 8.33, moneys in the fund that  
25 remain unencumbered or unobligated at the close of the fiscal  
26 year shall not revert but shall remain available for expenditure  
27 for the purposes designated until the close of the succeeding  
28 fiscal year. Notwithstanding section 12C.7, interest or earnings  
29 on moneys in the fund shall be credited to the fund.

30     9. The authority shall adopt rules pursuant to chapter 17A to  
31 administer this section.

32     Sec. 2. NEW SECTION.   **15.541 Game studio investment matching**  
33 **program.**

34     1. For purposes of this section, "private investment" means  
35 an investment from a publisher advance, venture capital, angel

1 investor, or other source of private funds.

2 2. The authority shall establish and administer a game  
3 studio investment matching program. The authority may provide  
4 a forgivable loan to an investor that matches dollar for dollar  
5 a private investment in an Iowa-based game development company.  
6 The authority shall not provide forgivable loans to investors  
7 in any one Iowa-based game development company that exceed an  
8 aggregate value of twenty million dollars per fiscal year.

9 3. Applications for the game studio investment matching  
10 program shall be submitted to the authority in the form and  
11 manner prescribed by the authority by rule.

12 4. a. An investor shall not be required to make a payment  
13 on the loan if the private investment is in an Iowa-based game  
14 development company that meets all of the following requirements  
15 for a minimum of five consecutive years from the date a  
16 forgivable loan is provided to the investor, at which time the  
17 forgivable loan shall be forgiven in its entirety:

18 (1) Seventy-five percent of the Iowa-based game development  
19 company's employees reside in the state.

20 (2) The Iowa-based game development company is physically  
21 headquartered in the state.

22 b. If the Iowa-based game development company fails to meet  
23 the requirements of paragraph "a" the investor shall repay the  
24 forgivable loan in an amount proportional to the amount of time  
25 the Iowa-based game development company was not in compliance  
26 with paragraph "a", as determined by the authority by rule.

27 5. The authority shall adopt rules pursuant to chapter 17A to  
28 administer this section.

29 6. This section applies to private investments in Iowa-based  
30 game development companies made on or after July 1, 2026.

31 Sec. 3. NEW SECTION. **15.542 Game industry fellowship**  
32 **program.**

33 1. As used in this section:

34 a. "Professional" means an individual who does not reside or  
35 work in the state who meets all of the following requirements:

1 (1) The individual has worked in senior leadership roles in  
2 the video game industry for a minimum of ten consecutive years.

3 (2) The individual has shipped at least three commercial  
4 video games while working in a senior leadership role. A senior  
5 leadership role includes but is not limited to creative director,  
6 studio head, lead developer, or executive producer.

7 b. "Program" means the game industry fellowship program.

8 2. a. The authority shall establish and administer a game  
9 industry fellowship program for the purpose of providing two-year  
10 fellowships for professionals to relocate to the state.

11 b. The authority shall administer the program and provide  
12 annual grants for a minimum of ten and a maximum of fifteen  
13 fellowships.

14 3. a. A professional awarded a grant under the program shall  
15 receive a grant of no less than one hundred fifty thousand  
16 dollars and no more than two hundred thousand dollars for each  
17 year of the two-year fellowship.

18 b. A grant must only be used by a professional for any of the  
19 following:

20 (1) Expenses associated with the professional relocating to  
21 the state.

22 (2) As compensation for the professional to work in any of  
23 the following areas for the two-year fellowship period:

24 (a) Teaching at community colleges, and institutions governed  
25 by the state board of regents pursuant to section 262.7, which  
26 may include but is not limited to developing curricula for video  
27 game design, leading workshops related to video game development,  
28 and mentoring students involved in programs related to video game  
29 development.

30 (b) Consulting with game start-up companies and studios in  
31 the state on game development, studio management, fundraising  
32 strategy, and team building. Fellows shall not provide more than  
33 a combined fifty hours of consulting to each start-up company or  
34 studio in the state.

35 (c) Industry building, including but not limited to

1 organizing game jams, speaking at conferences, judging  
2 competitions, and serving on advisory boards.

3 4. A professional shall not distribute fellowship grant funds  
4 to a family member or political organization, or use fellowship  
5 grant funds for a personal business venture.

6 5. a. To be eligible for the program, a professional must  
7 commit to residing in the state and working in the video game  
8 industry for a minimum of one additional year following the end  
9 of the two-year fellowship. A professional that fails to uphold  
10 this commitment shall repay the grant in an amount proportional  
11 to the amount of the grant the professional used for expenses  
12 associated with relocating to the state.

13 b. Prior to applying for the program, a professional must  
14 disclose any potential conflicts of interest to the authority.

15 c. A review board consisting of representatives from the  
16 authority, community colleges, institutions governed by the state  
17 board of regents pursuant to section 262.7, and video game  
18 companies in the state shall review applications for the program  
19 and select professionals for participation in the program.  
20 Members of the review board shall disclose to the authority any  
21 conflicts of interest. A member of the review board shall not  
22 vote on a program application submitted by a professional that  
23 works for a company in which the member or a family member holds  
24 a financial interest, or to which the member or a family member  
25 has a family connection.

26 6. A professional awarded a grant under the program  
27 shall submit quarterly reports to the authority that document  
28 the professional's work activities pursuant to subsection 3,  
29 paragraph "b", subparagraph (2), and independent auditors shall  
30 review the quarterly reports and verify the professional's  
31 compliance with the program requirements. If a professional  
32 is found to be in violation of subsection 3, paragraph "b",  
33 subparagraph (2), the professional shall be required to repay the  
34 grant to the authority.

35 Sec. 4. NEW SECTION. **15.543 Game studio grant program.**

1 1. As used in this section:

2 a. "*Eligible game studio*" means a game studio that meets all  
3 of the following requirements:

4 (1) Seventy-five percent of the game studio's employees  
5 reside in the state.

6 (2) The game studio is headquartered in the state.

7 b. "*Professional*" means a senior-level leader in the game  
8 studio industry.

9 c. "*Program*" means the game studio grant program.

10 2. A game studio grant program is established to provide  
11 grants to eligible game studios for the recruitment of  
12 professionals. The authority shall administer the program.

13 3. An eligible game studio may apply for a game studio  
14 grant under the program at the time that the eligible game  
15 studio identifies a professional as a candidate for a position  
16 with the eligible game studio that meets all of the following  
17 requirements:

18 a. The position for which the professional applied is a  
19 director-level position or higher, including but not limited to a  
20 creative director, studio director, lead developer, art director,  
21 or technical director.

22 b. The professional does not reside or work in the state, the  
23 professional has worked outside of the state for a minimum of two  
24 consecutive years in a position listed under paragraph "a" prior  
25 to applying for the position, and the professional will relocate  
26 to the state to work in the position.

27 c. The salary for the position is no less than one hundred  
28 twenty thousand dollars.

29 d. The professional, as part of the hiring process, commits  
30 to residing and working in the state for a minimum of three  
31 consecutive years.

32 4. Prior to being awarded a grant, an eligible game studio  
33 accepted into the program shall provide to the authority all of  
34 the following:

35 a. A copy of the offer letter and employment contract

1 associated with the position for which the eligible game studio  
2 applied to the program.

3     b. Verification that the professional for which the eligible  
4 game studio applied to the program worked outside of the state  
5 for a minimum of two consecutive years in a position listed in  
6 subsection 3, paragraph "a", prior to applying for the position  
7 and has relocated to the state.

8     5. An eligible game studio accepted into the program may be  
9 awarded a grant in an amount of no less than fifty thousand  
10 dollars and no more than seventy-five thousand dollars to be used  
11 for any of the following:

12     a. Relocation expenses for the professional, in an amount not  
13 to exceed fifteen thousand dollars.

14     b. Providing housing assistance to the professional for the  
15 first year that the professional resides in the state, in an  
16 amount not to exceed twenty thousand dollars.

17     c. Providing a salary differential to match market rates, in  
18 an amount not to exceed forty thousand dollars.

19     6. a. If a professional hired by an eligible business under  
20 the program does not reside and work in the state for the entire  
21 consecutive three-year period, the professional shall be required  
22 to repay the amount of the grant that the professional received  
23 to the authority.

24     b. If a professional hired by an eligible business under the  
25 program does not reside and work in the state for the entire  
26 consecutive three-year period, the eligible game studio shall be  
27 required to repay the amount of the unused grant funds that the  
28 game studio received to the authority.

29     c. A game studio that uses a grant for purposes that do not  
30 comply with subsection 5 shall be required to repay the grant to  
31 the authority.

32     7. a. The authority shall review an application for the  
33 program within thirty calendar days after the date of receipt of  
34 the application.

35     b. The authority shall not award a grant to an eligible

1 business for the hire of a founder or executive of a game studio,  
2 or the relative of a founder or executive of a game studio.

3 8. The authority shall not award an eligible game studio more  
4 than three grants over a period of five consecutive years.

5 9. A game studio grant shall be awarded and payable to an  
6 eligible game studio in installments as follows:

7 a. Upon hire of a professional, in an amount equal to forty  
8 percent of the grant amount.

9 b. After the professional completes one year of employment,  
10 in an amount equal to thirty percent of the grant amount.

11 c. After the professional completes two years of employment,  
12 in an amount equal to thirty percent of the grant amount.

13 10. The authority shall conduct an annual audit of an  
14 eligible game studio each year that the eligible game studio  
15 receives grant funds under the program to ensure that the  
16 position for which the eligible game studio received a grant  
17 is a legitimate director-level or higher position as required  
18 by subsection 3, paragraph "a", and the position's title was  
19 not inflated for purposes of receiving a grant. An eligible  
20 game studio found to have improperly inflated a position title  
21 in order to receive a grant shall be required to repay the  
22 amount of the grant that the eligible game studio received to the  
23 authority, and shall be permanently ineligible for the program.

24 Sec. 5. NEW SECTION. **15.544 Rules.**

25 The authority shall adopt rules pursuant to chapter 17A to  
26 administer this part.

27 Sec. 6. NEW SECTION. **15.545 Annual reports.**

28 1. For the fiscal year beginning on July 1, 2026, the  
29 authority shall submit a report to the general assembly by  
30 June 30, 2027, and by June 30 for each fiscal year thereafter,  
31 that summarizes for the immediately preceding fiscal year  
32 participation in the interactive digital entertainment program  
33 under section 15.540, the number of jobs created by the program,  
34 the economic output of the program, and the fiscal performance of  
35 the program.

1 2. For each fiscal year that moneys are appropriated by  
2 the general assembly to the authority for purposes of the game  
3 studio investment matching program under section 15.541, the  
4 authority shall submit a report to the general assembly by June  
5 30 that summarizes, for the immediately preceding fiscal year,  
6 participation in the game studio investment matching program, the  
7 number of jobs created by the program, the economic output of the  
8 program, and the fiscal performance of the program.

9 3. For the fiscal year beginning July 1, 2026, and for each  
10 fiscal year thereafter, the authority shall submit a report  
11 to the general assembly by June 30 that summarizes, for the  
12 immediately preceding fiscal year, participation in the game  
13 industry fellowship program under section 15.542, the number of  
14 jobs created by the program, the economic output of the program,  
15 and the fiscal performance of the program.

16 4. For the fiscal year beginning July 1, 2026, and for each  
17 fiscal year thereafter, the authority shall submit a report  
18 to the general assembly by June 30 that summarizes, for the  
19 immediately preceding fiscal year, participation in the game  
20 studio grant program under section 15.543, the number of jobs  
21 created by the program, the economic output of the program, and  
22 the fiscal performance of the program.

23 Sec. 7. CODE EDITOR DIRECTIVE. The Code editor is directed  
24 to designate section 15.540 through section 15.545, as enacted in  
25 this division of this Act, as part 37 of subchapter II.

26 DIVISION II

27 APPROPRIATIONS

28 Sec. 8. Section 8.57I, subsection 3, Code 2026, is amended by  
29 adding the following new paragraphs:

30 NEW PARAGRAPH. c. For the fiscal year beginning July 1,  
31 2026, and ending June 30, 2027, there is appropriated from  
32 the sports wagering receipts fund to the economic development  
33 authority three million dollars to be used for purposes of the  
34 game industry fellowship program established pursuant to section  
35 15.542 and the game studio grant program established pursuant

1 to section 15.543. Subsections 5 and 6 do not apply to moneys  
2 appropriated under this paragraph.

3 NEW PARAGRAPH. d. For the fiscal year beginning July 1,  
4 2027, and each fiscal year thereafter, there is appropriated from  
5 the sports wagering receipts fund to the economic development  
6 authority five million dollars to be used for purposes of the  
7 game industry fellowship program established pursuant to section  
8 15.542 and the game studio grant program established pursuant  
9 to section 15.543. Subsections 5 and 6 do not apply to moneys  
10 appropriated under this paragraph.

11 Sec. 9. INTERACTIVE DIGITAL ENTERTAINMENT PROGRAM FUND — FY  
12 2026-2027. There is appropriated from the general fund of the  
13 state to the economic development authority for the fiscal year  
14 beginning July 1, 2026, and ending June 30, 2027, the following  
15 amount, or so much thereof as is necessary, to be used for the  
16 purposes designated:

17 For deposit in the interactive digital entertainment program  
18 fund created in section 15.540:

19 ..... \$ 20,000,000

20 Notwithstanding section 8.33, moneys appropriated in this  
21 section that remain unencumbered or unobligated at the close of  
22 the fiscal year shall not revert but shall remain available for  
23 expenditure for the purposes designated until the close of the  
24 succeeding fiscal year.

25 Sec. 10. GAME STUDIO INVESTMENT MATCHING PROGRAM — FY  
26 2026-2027. There is appropriated from the general fund of the  
27 state to the economic development authority for the fiscal year  
28 beginning July 1, 2026, and ending June 30, 2027, the following  
29 amount, or so much thereof as is necessary, to be used for the  
30 purposes designated:

31 For providing forgivable loans from the game studio investment  
32 matching program established in section 15.541:

33 ..... \$ 20,000,000

34 EXPLANATION

35 The inclusion of this explanation does not constitute agreement with

1                   the explanation's substance by the members of the general assembly.

2       This bill relates to the establishment of programs  
3 administered by the economic development authority, including the  
4 interactive digital entertainment program, game studio investment  
5 matching program, game industry fellowship program, and game  
6 studio grant program.

7       DIVISION I — INTERACTIVE DIGITAL ENTERTAINMENT PROGRAM, GAME  
8 STUDIO INVESTMENT MATCHING PROGRAM, GAME INDUSTRY FELLOWSHIP  
9 PROGRAM, AND GAME STUDIO GRANT PROGRAM. The bill requires  
10 the economic development authority (authority) to establish  
11 and administer an interactive digital entertainment tax credit  
12 program (IDE program) to award tax credits to qualified  
13 developers for qualified expenditures. The bill defines  
14 "qualified expenditures" as labor, goods, services, and  
15 production costs directly related to a qualified production.  
16 The authority shall establish eligibility criteria by rule for  
17 participation in the IDE program that, at a minimum, requires  
18 a qualified developer to maintain a physical presence in the  
19 state and have a minimum payroll in the state of \$250,000. An  
20 application for the IDE program shall be submitted by a qualified  
21 developer to the authority for approval as prescribed by the  
22 authority.

23       If a qualified developer's application is approved, the  
24 maximum tax credit that shall be awarded to the qualified  
25 developer shall equal 30 percent of the qualified developer's  
26 documented qualified expenditures, except that a qualified  
27 developer may receive an additional tax credit equal to five  
28 percent of qualified expenditures for qualified productions  
29 displaying a "made in Iowa" logo. Prior to the authority issuing  
30 a tax credit certificate, the qualified developer shall submit  
31 documentation that all qualified expenditures were incurred  
32 following approval of the qualified developer's application.

33       An interactive digital entertainment program fund (IDE fund)  
34 is created in the state treasury under the control of the  
35 authority consisting of moneys appropriated to the authority and

1 any other moneys available to, obtained by, or accepted by the  
2 authority for placement in the fund. The fund shall be used to  
3 provide tax credits under the IDE program. The aggregate value  
4 of tax credits awarded by the authority and claimed by qualified  
5 developers shall not exceed \$20 million in any one fiscal year.

6 The authority shall adopt rules to administer the IDE program.

7 The bill requires the authority to establish and administer  
8 a game studio investment matching program (matching program).  
9 The authority may provide a forgivable loan to an investor that  
10 matches dollar for dollar a private investment in an Iowa-based  
11 game development company (company). The authority shall not  
12 provide forgivable loans to investors in any one company that  
13 exceed an aggregate value of \$10 million per fiscal year.

14 The bill defines "private investment" as an investment from a  
15 publisher advance, venture capital, angel investor, or other  
16 source of private funds.

17 Applications for the matching program shall be submitted to  
18 the authority in the form and manner prescribed by the authority  
19 by rule.

20 Beginning on the date a forgivable loan is provided to an  
21 investor, the investor shall not be required to make a payment  
22 on the loan if the private investment is in an Iowa-based  
23 game development company with 75 percent of employees residing  
24 in the state and the company is physically located in the  
25 state for a minimum of five consecutive years, at which time  
26 the forgivable loan shall be forgiven in its entirety. If  
27 the Iowa-based game development company fails to meet these  
28 requirements, the investor shall repay the forgivable loan in an  
29 amount proportional to the amount of time the Iowa-based game  
30 development company was not in compliance with the requirements,  
31 as determined by the authority by rule.

32 The authority shall adopt rules to administer the matching  
33 program. The matching program applies to private investments in  
34 companies made on or after July 1, 2026.

35 The bill requires the authority to establish and administer

1 a game industry fellowship program (fellowship program) to  
2 provide two-year fellowships for professionals to relocate to the  
3 state. "Professional" is defined in the bill. The authority  
4 shall administer the fellowship program and provide grants for  
5 10 to 15 fellowships. A professional awarded a grant shall  
6 receive a grant of \$150,000 to \$200,000 for each year of the  
7 two-year fellowship to be used for relocation expenses and  
8 as compensation for teaching at a community college or state  
9 university, consulting for game start-up companies and studios  
10 in the state, or industry building. Grant funds shall not be  
11 given to family members, political organizations, or used for a  
12 personal business venture by a professional.

13 To be eligible for the fellowship program, a professional must  
14 commit to residing in the state and working in the video game  
15 industry for a minimum of one additional year following the end  
16 of the fellowship. A professional that violates the residency  
17 or work requirement shall repay the amount of the grant used  
18 for relocation expenses. Prior to applying for the fellowship  
19 program, a professional shall disclose any potential conflicts  
20 of interest to the authority. A review board as described in  
21 the bill shall review applications for the fellowship program and  
22 select professionals for participation in the fellowship program.  
23 Members of the review board shall disclose any conflict of  
24 interest and shall not vote on a fellowship program application  
25 submitted by a professional that works for a company in which  
26 the member or a family member holds a financial interest, or to  
27 which the member or a family member has a family connection. A  
28 professional awarded a grant shall submit quarterly reports to  
29 the authority that document the professional's work activities,  
30 and independent auditors shall review the quarterly reports  
31 and verify the professional's compliance with the fellowship  
32 program requirements. A professional found to be in violation  
33 of the program requirements shall repay the grant funds to the  
34 authority.

35 The bill establishes the game studio grant program (grant

1 program), administered by the authority, to provide grants to  
2 eligible game studios for the recruitment of professionals.  
3 "Eligible game studio" means a game studio headquartered in the  
4 state and 75 percent of the game studio's employees reside in the  
5 state. "Professional" is defined in the bill.

6 An eligible game studio may apply for a grant under the  
7 grant program when the eligible game studio identifies a  
8 professional as a candidate for a position, if the position is  
9 a director-level position, the professional does not reside or  
10 work in the state, has not worked in the state for two years,  
11 and would move to the state for the position. The salary for  
12 the position must be at least \$120,000, and the professional must  
13 commit to residing and working in the state for a minimum of  
14 three years. Prior to being awarded a grant, an eligible game  
15 studio shall provide to the authority the information detailed in  
16 the bill.

17 An eligible game studio accepted to the grant program may be  
18 awarded a grant in an amount of \$50,000 to \$75,000 per hire of  
19 a professional as detailed by the bill, paid in installments. A  
20 game studio that uses grant funds for purposes that do not comply  
21 with the bill shall be required to repay the cost of all or part  
22 of the grant. If a professional does not reside and work in the  
23 state for the entire three-year period, the professional and the  
24 game studio shall repay the grant to the authority.

25 The authority shall review applications for the program within  
26 30 days after receipt. The authority shall not issue a grant for  
27 a founder or executive of a game studio, or the relative of a  
28 founder or executive of a game studio. An eligible game studio  
29 may receive no more than three game studio grants over a period  
30 of five consecutive years.

31 The authority shall conduct an annual audit of an eligible  
32 game studio to ensure that the position for which the studio  
33 received a grant is a legitimate director-level or higher  
34 position, and the position's title was not inflated for purposes  
35 of receiving a grant. An eligible game studio found to have

1 improperly inflated a position title to receive a grant shall be  
2 required to repay the grant and shall be permanently ineligible  
3 for the grant program.

4 The authority shall adopt rules to administer the grant  
5 program.

6 The bill requires the authority to file annual reports with  
7 the general assembly by June 30 of each year detailing the  
8 participation, number of jobs created, economic output, and  
9 fiscal performance of the IDE program, the matching program, the  
10 fellowship program, and the grant program.

11 DIVISION II — APPROPRIATIONS. For FY 2026-2027, \$3 million  
12 is appropriated from the sports wagering receipts fund to the  
13 authority to be used for purposes of the fellowship program  
14 and grant program. For FY 2027-2028, and for each fiscal year  
15 thereafter, \$5 million is appropriated from the sports wagering  
16 receipts fund to the authority to be used for purposes of the  
17 fellowship program and grant program. For FY 2026-2027, \$20  
18 million is appropriated from the general fund of the state to the  
19 authority for deposit in the IDE program fund. For FY 2026-2027,  
20 \$20 million is appropriated from the general fund of the state to  
21 the authority for the matching program.