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| **FY18 Trauma Resiliency Immersive Adaptive Gaming Environment Award** | JPC-1/Medical Simulation and Information Sciences Research Program | Independent investigators at extramural organizations are eligible to submit applications. | • Pre-application submission is required; application submission is by invitation only.  
• Development and evaluation an innovative protocol for virtual immersive gaming interoperable components that will increase medical care provider performance, adaptability, and agility in stress-inducing contexts related to Roles of Care 1-3.  
• TRIAGE not intended to address resiliency training prior to stress exposure but instead seeks a gaming interoperable component that elicits cognitively demanding problem-solving and decision-making under high-stress scenarios in order to increase performance, adaptability, and agility.  
• Leverage existing, validated platforms. | • Anticipated that budgets will not exceed $1.3 million in total costs  
• Period of performance not to exceed 18 months. | **Pre-Application (Preproposal):**  
June 25, 2018  
5:00 p.m. Eastern time  
Preproposal is required; application submission is by invitation only.  
**Application:**  
September 17, 2018  
11:59 p.m. Eastern time |
| | Psychological Health/Traumatic Brain Injury Research Program | A separate announcement is available for intramural investigators applying through intramural organizations through CDMRP eBRAP. | | | |