

HOUSE BILL No. 1537

DIGEST OF INTRODUCED BILL

Citations Affected: Noncode.

Synopsis: Acquisition of STEM learning technology. Requires the department of education (department) to purchase the licensing to a three-dimensional game-based learning platform that meets certain criteria. Makes an appropriation to the department to purchase the licensing.

Effective: July 1, 2023.

Snow, Goodrich

January 19, 2023, read first time and referred to Committee on Education.



First Regular Session of the 123rd General Assembly (2023)

PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in **this style type**, and deletions will appear in ~~this style type~~.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in a statute in *this style type* or ~~this style type~~ reconciles conflicts between statutes enacted by the 2022 Regular Session of the General Assembly.

HOUSE BILL No. 1537

A BILL FOR AN ACT concerning education and to make an appropriation.

Be it enacted by the General Assembly of the State of Indiana:

- 1 SECTION 1. [EFFECTIVE JULY 1, 2023] (a) **As used in this**
- 2 **SECTION, "CTE" means career and technical education.**
- 3 (b) **As used in this SECTION, "game-based learning platform"**
- 4 **means software or other technology that provides interactive**
- 5 **learning services with gaming elements.**
- 6 (c) **As used in this SECTION, "STEM" means science,**
- 7 **technology, engineering, and mathematics.**
- 8 (d) **Not later than July 15, 2023, the department of education**
- 9 **shall purchase the licensing to a three-dimensional game-based**
- 10 **learning platform.**
- 11 (e) **The three-dimensional game-based learning platform must**
- 12 **meet the following criteria:**
- 13 (1) **The platform is designed to be used by students in grades**
- 14 **6 through 12.**
- 15 (2) **The content of the platform:**
- 16 (A) **is aligned to Indiana's academic standards for science;**
- 17 (B) **uses a curriculum that is narrative driven and designed**



- 1 to ensure student engagement;
- 2 **(C) applies the academic standards described in clause (A)**
- 3 **to real world technology in a simulated and safe**
- 4 **environment; and**
- 5 **(D) highlights STEM and CTE career pathways.**
- 6 **(f) For the state fiscal year beginning July 1, 2023, and ending**
- 7 **June 30, 2024, there is appropriated from the state general fund to**
- 8 **the department of education two million dollars (\$2,000,000) to**
- 9 **purchase the licensing to a three-dimensional game-based learning**
- 10 **platform described in subsection (e) for the 2023-2024 academic**
- 11 **year.**
- 12 **(g) For the state fiscal year beginning July 1, 2024, and ending**
- 13 **June 30, 2025, there is appropriated from the state general fund to**
- 14 **the department of education two million dollars (\$2,000,000) to**
- 15 **purchase the licensing to a three-dimensional game-based learning**
- 16 **platform described in subsection (e) for the 2024-2025 academic**
- 17 **year.**
- 18 **(h) This SECTION expires July 1, 2026.**

