



Immersive Technology Grant Application Guidance

March 2026

1. Overview

The Air Cadet Charity supports the RAF Air Cadet family by providing funding that enhances opportunities for Cadets and Volunteers. As part of our commitment to increasing access to high-quality technology-based training, we have launched the Immersive Technology Grant Programme.

This programme is specifically designed to provide dual-purpose equipment that supports both aviation flight simulation and Esports. This dual-functionality ensures that squadrons can deliver immersive aviation-themed learning while also participating in the growing RAF Air Cadet Esports environment.

Phase 2 Rollout

To manage demand effectively, the programme runs in structured phases:

- **Phase 1:** (Launched 1 December 2025 – 4 January 2026) Exclusively for squadrons with no existing equipment.
- **Phase 2: (2 March – 24 April 2026)** Open to squadrons with no existing equipment **and** squadrons with partial kit looking to complete their setup.

2. Funding Priorities & Phase 2 Eligibility

Phase 2 builds on the success of Phase 1, moving closer to our ambition of placing a dual flight simulator/Esports capability in every squadron.

Who can apply in Phase 2?

1. **Squadrons with no existing equipment:** Priority remains on these units to ensure national coverage.
2. **Squadrons with partial existing kit:** Units may apply for missing items from the approved list to complete their setup.
 - *Example:* A squadron with a laptop but no peripherals (rudder pedals/joysticks) may apply for those items.



- *Restriction:* You cannot duplicate items you already own (e.g., applying for a second laptop if you already have one).

3. Dual-Purpose Kit Options

The equipment listed below has been selected for its versatility, allowing for high-fidelity flight simulation and competitive Esports gaming.

Grant Option	Description	Maximum Grant Value	Total Estimated Cost of Full Kit
Option 1	Xbox Kit Grant (Console-based Sim & Esports)	£1,250	£1,504
Option 2	Gaming Laptop Kit Grant (PC-based Sim & Esports)	£2,250	£2,460
Option 3	Xbox in a Box Grant (Deployable Sim & Esports)	£1,250	£1,310

The funding covers the essential items needed to deliver immersive aviation and Esports training. Squadrons may choose to supplement the grant with local funds to purchase additional items or upgrades if desired.

Here is the complete kit list for each grant option:

Option 1: Xbox Kit Grant (£1,250)*		Approximate pricing
Joystick with rudder pedals	HOTAS 1 with additional pedals	£150.00
Xbox		£299.00
34" screen		£300.00
MSFS	2024 Standard	£70.00
Meta Quest 3	Headset plus tether cable	£500.00
Quest 3 case		£70.00
Gaming keyboard and mouse		£80.00
Game pad		£35.00
	Total for all items	£1,504.00

Option 2: Gaming Laptop Kit Grant (£2,250)		Approximate pricing
Joystick with rudder pedals	HOTAS 1 with additional pedals	£150.00
Laptop	15.6 " 144hz I7 RTX 4060 1TB	£1200.00
34" screen		£300.00



MSFS	2024 Standard	£70.00
Lockheed Martin P3D Academic flight sim licence		Included as part of the grant
Meta Quest 3	Headset plus tether cable	£500.00
Quest 3 case		£70.00
Gaming keyboard and mouse		£80.00
Game pad		£35.00
Shockproof Laptop Sleeve		£25.00
Laptop backpack for accessories		£30.00
	Total for all items	£2,460.00

Option 3: Xbox in a Box Grant (£1,250)		Approximate pricing
Xbox in a hard storage case	Xbox, gaming monitor and HOTAS joystick in a hard storage case	£1,140.00
Rudder pedals		£100.00
MSFS	2024 Standard	£70.00
	Total for all items	£1,310.00

*** Option 1 - Meta Quest 3 and Xbox considerations**

Subscription: The Meta Quest 3 can stream flight simulation content from an Xbox using Xbox Game Pass Ultimate, which is a recurring subscription and is not included within the grant. The Squadron will be required to cover the subscription through funds or existing subscriptions (currently £124.99 annually).

Technical information: When connected to an Xbox, the Meta Quest 3 headset displays flight simulation in a 2D “large screen” format rather than full 360-degree virtual reality. However, the headset can also be used as a standalone device, providing access to free immersive aviation applications and 360-degree training videos that do not require an Xbox or subscription.

Future proofing: Securing the headset at this stage ensures the Squadron is prepared for future developments in virtual reality training. Should the Squadron move to a gaming PC at a later date, the included tether cable and headset will allow immediate access to full 3D VR flight simulation without the need for additional equipment purchases.

For this grant programme, **we will only fund items that are included on the approved kit list** for the selected grant option. Squadrons may purchase additional items beyond the approved list using their own funds; however, these expenses cannot be covered by the grant.

We will not normally fund:

- Items not included in the official kit list



- Furniture, storage units, desks, or room refurbishment
- Consumables, accessories, or replacement items not specified in the grant option
- Software, games, or add-ons beyond the approved flight simulation licences
- Delivery, shipping, or import costs
- Retrospective purchases (items bought before the grant is approved)
- Ongoing subscription services or recurring software fees
- General IT equipment unrelated to flight simulation or Esports through this grant. This can be applied for through our general grants programme.
- Combined Cadet Force (CCF) Unit requests – due to our funding coming from ATC cadet contributions. The CCF Association should be approached for any CCF grant requests.

4. How to apply

All Immersive Technology Grant applications must be submitted online via the **‘Apply for a Grant’** section of the Air Cadet Charity’s website. Once the Immersive Technology application pathway opens, you will see a dedicated option for the Immersive Technology Grant Programme.

Link to webpage: [Immersive Tech Grant](#)

You'll first be asked to provide some basic details, including your primary contact information, Squadron, and contact preferences. Once you submit this information, you'll be redirected to the complete application form. We'll also send you an email with a link, so you can easily access it later.

You don't need to complete the form all at once; it can be saved and reopened at any point. To save your progress and return later, type **N/A** in any required fields (highlighted by an *), then click **'Save'** at the bottom of the page. You'll be able to go back and edit these responses later. Please save the form regularly to prevent losing any of your work.

Application Questions:

Kindly note that there is no word limit for the application questions. Responses should be detailed but presented concisely.

Form Question/Label	Guidance
Programme	Immersive Technology Phase 2
Application date	<i>Pre-populated</i>
Stage	<i>Pre-populated</i>
Do you currently have any existing flight simulator kit at your squadron?	<p>Please select the option that best reflects your squadron’s current simulator provision at the time of application.</p> <p>If selecting “Yes” – this means your squadron already holds some flight simulator equipment (e.g. PC, monitors or</p>



	<p>controls) and is applying for additional approved items to complete your setup.</p> <p>If selecting “No” - this confirms that your squadron does not currently have any flight simulator equipment and is applying for a full new setup in line with the approved kit list.</p>
Immersive Technology: Simulator/Esports Kit Option	Please select from the drop-down list. Based on the breakdown of each option above.
How will the simulator/Esports kit be used by your Squadron?	<p>Clearly state how your Squadron will use the simulator/Esports kit. Please also include plans or ideas you aim to achieve with this kit.</p> <p>Explain the tangible benefits it will provide for cadets and volunteers, and describe the broader positive impact it will have on your squadron.</p>
Number of cadets to benefit	Estimate the number of cadets that will be impacted by the Immersive Technology Grant.
Number of volunteers to benefit	Estimate the number of volunteers that will be impacted by the Immersive Technology Grant.
Other beneficiaries	List any other groups or communities (e.g., local schools, partner organisations, parents) that will be impacted and provide an estimated number if possible.
Risk assessment and mitigation	<p>Identify and describe any potential risks associated with this equipment. For each identified risk, explain your proposed mitigation strategies.</p> <p>Also, consider any potential opportunities arising from the project and how you plan to leverage them.</p>
Other funding sources	Detail any other sources of funding that will contribute to the simulator/Esports equipment, including other grants applied for, confirmed funding, or funds raised through other activities. Please state the amount and source for each.
Financial reporting attached	<p>Indicate which document you are attaching as evidence that financial reporting is up to date. You can obtain these documents by contacting your Civilian Committee. You can choose from the below:</p> <ol style="list-style-type: none"> 4. Charity Commission annual accounts 5. OSCR annual accounts 6. F60 (Squadrons)/independent examiners report 7. F61 (Wings)/independent examiners report 8. HQ (no attachment required) <p>Form 60 (F60) Note: For a Form 60 to be accepted, it must meet the following requirements: The Form 60 must be fully completed and signed by the Squadron Treasurer and Chairman.</p>



	<p>The Independent Assessor section completed and signed. Assets Register included: Squadron assets must be clearly listed.</p> <p>Any applications without completed financial reporting attached will automatically be returned.</p>
Supporting financial documentation	Please upload your documentation in either Word or PDF format here.
Do you give permission for the application to be shared with your chain of command	Indicate whether to permit us to share the complete application with your chain of command (eg Wing OC) as part of our due diligence checks.
Declaration - I can confirm that we do not have any existing flight simulation kit.	Check the box to confirm your acceptance of the declaration statement.
Do you have any comments or feedback on the Immersive Technology Grant Programme?	Please share any comments, thoughts or feedback you may have relevant to the programme and your squadron.
Application complete and ready to submit	<p>Change this to 'Yes' once you have completed all sections of the application form and you are ready for the Air Cadet Charity to start assessing your application.</p> <p>If you want to return to your application form at a later date to continue editing it, please ensure you select 'No'.</p>

5. What happens next

Key things to remember:

- ✓ We will contact you via **email**, so please ensure your contact details are always up to date.
- ✓ Your application will be **screened** by the Air Cadet Charity. We'll email you to let you know if we need any further information or if your application can move to the **assessment stage**.
- ✓ During the assessment stage, due diligence checks will include the Air Cadet Charity sharing your application with your chain of command. For a squadron, this is the Wing OC.
- ✓ We will upload a copy of your **application form to your portal** so you can access it at any time.
- ✓ You can check the status of your application by **logging into your portal** using the link sent to your email when you registered. Please save this link for your records.
- ✓ We'll send an email with an **estimated timeline** of when to expect an update on whether your application has been successful.

If you have any questions before or after submitting your application, please contact us at grants@aircadetcharity.org.uk.

