

**ONE HUNDRED EIGHTH LEGISLATURE - FIRST SESSION - 2023**  
**COMMITTEE STATEMENT**  
**LB787**

---

**Hearing Date:** Tuesday January 31, 2023  
**Committee On:** Education  
**Introducer:** Wayne  
**One Liner:** Adopt the STEEM Development Act

---

**Roll Call Vote - Final Committee Action:**  
Advanced to General File

---

**Vote Results:**

**Aye:** 8 Senators Albrecht, Briese, Conrad, Linehan, Murman, Sanders, Walz, Wayne

**Nay:**

**Absent:**

**Present Not Voting:**

---

**Testimony:**

**Proponents:**

Senator Justin Wayne  
John Goodman  
Pam Petersen  
Michelle Eberhard  
Kathy Gope

**Representing:**

Introducer  
Plasma Games  
NSEA  
Quest Academy  
Ultimate Quest

**Opponents:**

**Representing:**

**Neutral:**

**Representing:**

\* ADA Accommodation Written Testimony

---

**Summary of purpose and/or changes:**

LB 787 would appropriate five million dollars from the general fund each year to provide grants for developers to create learning platforms which provide game-based interaction to develop students in the fields of STEEM (Science, Technology, Engineering, Entrepreneurship, and Mathematics).

**Section 1:**

This act shall be known as the STEEM Development Act.

**Section 2:**

Provides the State's findings regarding its workforce and education, and the State's policy regarding educational tools.

**Section 3:**

Definitions  
Department  
Developer  
Learning Platform

Section 4:

Developers may apply for grants within the appropriate subject matter provided that the platform is aligned with the state standards for those subjects and connects with real-world technologies.

Section 5:

Platforms developed under this grant shall grant access and use by all Nebraska school districts.

Section 6:

DOE authorized to administer this act.

Section 7:

Five million dollars from the general fund is appropriated by the legislature for this act.

---

---

Dave Murman, Chairperson