



GAMES OPPORTUNITIES

👋 **Welcome** 👋

Hi,

November looks like light month for opportunities unfortunately, but there's a few dates looming large so didn't want to wait longer.

As always, if some kind soul has forwarded this to you because there's opportunities that might be valuable to you, you can sign up to get it directly in future at www.gamesopportunities.com, or via [the Games Opportunities page](#) on LinkedIn.

Best Wishes.

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\$ Funding \$

[Space for Metaverse](#)

Deadline 21st November. 75% funding by the European Space Agency up to 75k EUR for integrating metaverse elements with space technologies.

GAMES • JOBS LIVE

JOB BOARD

Games jobs from across the UK, Belgian, French, German and Australian games industry Whether you're looking to hire or be hired, check it out [here](#).



Reports



- Games Jobs Live October UK Report attached
 - For those in the UK, trade body UKIE have commissioned an extensive workforce survey to update from the last one in 2022. Please complete it [here](#) if you can; it should take less then 10 minutes and responses are anonymous.
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Contracts



Awards



[UKIE Awards](#)

Deadline 12th January.



Events



[\[Scot\] UKIE Supercharge Session, Edinburgh.](#)

20th November.

[AdventureX](#)

22nd-23rd November, London.

[EGX Birmingham](#)

28th-30th November

[Good Game Dev Fest](#)

29th November, London.

[Games Finance Market](#)

Deadline 5th January to attend in London 14th-15th April 2026.

[PG Connects London](#)

19th-20th January, London.

[Yorkshire Games Festival](#)

11th-22nd February, Bradford, UK.

[GDC](#)

9th-13th March, San Francisco. Early bird tickets before 12th December, and apply by 30th November [here](#) for the Department for Business and Trade's mission out.



Many thanks to the [How To Market a Game Discord community](#)

[London Games Festival's Official Selection](#)

Deadline 24th November (£349). Late deadline 12th January (£499).

[Beyond the Book](#)

Deadline 5th December.

[Gamescom Latam BIG Festival](#)

Deadline 9th January.



The banner features the Capsule logo on the left, which includes a grid icon and the text 'Capsule'. To the right of the logo is the tagline 'The smart simple online CRM'. On the far right of the banner is a green button with the text 'Sign up for free'.

If you're serious about business development, you use a CRM to track and chase leads. I'd recommend Capsule as a great entry level CRM, and the affiliate commission helps sustain these newsletters.

Get your message to 2,900+ game dev studios and entrepreneurs.
colin@indiechampions.com for details.

Accelerators

[TechStars](#)

Deadline 19th November.

[Code Coven Aurora Accelerator](#)

No deadline. For marginalised gender-led teams.

Speaker Calls

Resources

- [DBT Business Growth Service](#)
 - [UKIE Access to Finance Guide](#)
 - [Early Stage Funding Resources](#)
 - [Indie Plaza Funding Database](#)
 - [Art Outsourcing Database](#)
 - [Nextgen Gaming Club's VC List](#)
 - [Seyed's Publisher List](#)
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Inspiration

[Publisher Pathfinder](#) - a retro-style Point n' Click text adventure that helps developers navigate 800 possible partners, publishers, investors and financiers for their specific needs. Thanks to Diego Chiodini for flagging.

Slow Game Club

The Games Opportunities newsletter supports [Slow Game Club](#), the indie game club that gives every penny to a great charity. Subscribe now for great games!

 Housekeeping 

- Please forward this to anyone else you think may appreciate it, and they can subscribe [here](#)
 - If you know of any funding/award/speaker call that should be included in the future, please email me at colin@indiechampions.com
 - I also publish monthly reports analysing open positions in the UK's games industry which you can receive directly every month by signing up [here](#)
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