



GAMES OPPORTUNITIES

👋 **Welcome** 👋

Where did September go?!

From my side it got sucked up with various Scottish industry activities, so just to plug them one last time for anyone in Scotland (or visiting!):

- The [Games Talks Live](#) events are in Edinburgh, Dundee & Glasgow next week
- The SGDA in-person [Games Accelerator](#) closes for applications 15th October.

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.

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\$ Funding \$

[\[🇬🇧\] Jerwood Foundation](#)

Deadline 15th October. For organisations making art available for public benefit.

[\[🇦🇺\] Screen Tasmania Development Fund](#)

Deadline 22nd October. Grants up to AU\$50k.

[\[🇪🇺\] European Space Agency: Space for Metaverse](#)

Deadline 14th November. 75% funding of up €100k project cost.

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 September UK Report attached
 - [Recent job reports for Australia, France, Germany and Belgium also available.](#)
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Contracts

Awards

[IGF](#)

Deadline 8th October.

[BIG Indie Contest](#)

Deadline 31st October. Top prize €4k and presenting on stage at the BIG Conference in Bilbao.

[BAFTA Awards](#)

Deadline 7th November.



Events



[Games Talks Live: Scotland](#)

14-16th October in Edinburgh, Dundee and Glasgow.

[Game Republic New Horizons](#)

16th October, Middlesbrough.

[EGX](#)

24-26 October in London, and 38-30 November in Birmingham.

[Games Tech Connect](#)

29th October, Liverpool.

[Creative, Media and Sports Economy in North America](#)

4th November, online.

[The Funding Formula](#)

11th November in London. Exploring funding and commercial opportunities.

[GaMaYo](#)

13th November, Wakefield.

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

20th November.

[AdventureX](#)

22nd-23rd November, London.

[Games Finance Market](#)

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

[PG Connects London](#)

19th-20th January, London.

Showcase

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

[Earth Appreciation Festival](#)

Deadline 10th October.

[PixElated](#)

Deadline 14th October.

[Pitchyagame](#)

Deadline 7th November.

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

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

[Gamescom Latam BIG Festival](#)

Deadline 9th January.

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

[\[Scot\] Scottish Games Accelerator](#)

Deadline 15th October.

[\[UK\] UKIE Video Games Growth Programme](#)

Deadline 20th October.

[\[UK\] CoSTAR Evolve: Scale your Enterprise](#)

Deadline 28th October.

[\[UK\] Roundhouse Works Creative Business Accelerator](#)

Deadline 17th November. London. For 18-30s recently launched a creative business

[\[EU\] TechStars](#)

Deadline 19th November.

[Code Coven Aurora Accelerator](#)

No deadline. For marginalised gender-led teams.

Speaker Calls

Resources

- [DBT Business Growth Service](#) - targetted support by region/sector.
 - [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

[Tim Plöger's list of sources of game sales figures.](#)

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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