



GAMES OPPORTUNITIES

👋 Welcome 👋

Before everyone asks, there was no February newsletter - just due to me running out of hours in the day / days in the month. Familiar situation I'm sure!

But hope everyone heading to GDC has a useful trip; I'm not going this year, but hope to catch lots of folks at the next Scottish Games Talks Live events later this month.

If some kind soul has forwarded this 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 💰

[Epic MegaGrants](#)

Deadline 20th March. Average grants range from \$5,000 to \$75,000. Thanks to Beth Romais of Creative Wales for flagging.

[Scottish Edge](#)

Deadline 25th March. £1.5m in prizes (mostly 70/30 loan/grant split)

[Scottish Ecosystem Fund](#)

Deadline 26th March. Four different programmes up to £150k for ecosystem builders in Scotland.

[Gamecity Hamburg Prototype Funding](#)

Deadline 30th March. Max of €80k and 80% of cost.



GAMES • JOBS LIVE
JOB BOARD

Whether you're looking to hire or be hired, check out the GJL job board [here](#).

Reports

- Games Jobs Live January UK Report attached.
- [Cornish Games Industry Report](#)
- [High-Growth Potential Firms in the UK's Creative Industries](#)

Contracts

Awards

[Develop Awards](#)

Deadline 3rd April.

[IndieCade](#)

Deadline 27th April.



Events



[GDC](#)

9th-13th March, San Francisco. Check Grace Zhou's [event/party list](#) if you're going.

[Games Talks Live](#)

24th-26th March, Scotland.

[RE:FORMAT | Manchester](#)

2nd April, Manchester, UK.

[London Games Festival](#)

13th-19th April.

[Digital Dragons](#)

17th-19th May, Krakow, Poland.

[GaMaYo](#)

21st May, Wakefield, UK.

[Nordic Game](#)

26th-29th May, Malmö, Sweden.

Showcase

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

[Strategems](#)

Deadline 6th March.

[Tacticon](#)

Deadline 15th March.

[Foundations of Digital Games](#)

Deadline 30th March for the Games and Demos track.

[Start Your Engine Festival](#)

Deadline 30th March.

[Cerebral Puzzle Showcase](#)

Deadline 31st March

 **Capsule** The smart simple online CRM

[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 3,000+
game dev studios and entrepreneurs.
Mail colin@indiechampions.com for details.

Accelerators

[Questline](#)

Deadline 27th March. For aspiring founders and early-stage studio leaders from underrepresented communities.

Speaker Calls

[Serious Play Conference US](#)

Deadline 31st March.

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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Food for Thought

Matthew Ball published the [early access version of this year's presentation](#) on the overall games industry, and worth a skim if you don't understand why the industry seems so tough for traditional Western developers right now :(

Into Games Develop call

Into Games is supporting up to 30 career-ready devs from underresourced backgrounds get to Develop Brighton this year; covering the cohort's travel, food, accommodation, and also sets up 1-2-1's and networking support throughout.

If you have some budget to support some of the cohort, please give generously here - <https://intogames.raiselysite.com/>

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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