

Welcome

Hello and Happy New Year,

For those in the UK, on Friday past we saw the UK Government announce it is providing £5.5m to the UK Games Fund for financial year 2025/26 ([link](#)). As I'm involved, before my inboxes go crazy, there's no details yet announced on the specific funding programmes or their criteria, but I'm sure it won't be long, so as long as you're subscribed to this newsletter, and/or UK Games Fund's own ([link](#)), you'll be kept in the loop.

A reminder that since 2018 I do this newsletter off my own back, which is often hard to justify when it doesn't help pay the bills. So if you know any companies that want to get in front of nearly 3,000 game studio heads / business development people for a modest sponsorship, please pass them along.

And if some considerate soul has forwarded this newsletter to you because there's opportunities that might be valuable to you, you can signup to get it directly in future [here](#).

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Funding

[\[\] Regional EDGE](#)

Deadline 20th January. For Scottish companies in Aberdeenshire, Dundee/Angus, Perth/Kinross), and Highlands and Islands. Grants of up to £15k available in each.

[\[\] InnovateUK Creative Catalyst](#)

Deadline 29th January. Grants of up to £200k to advance the development of collaboration with innovators in the creative industries.

[\[\] VocTech Activate](#)

Deadline 4th February. Grants of £30-60k for apps that solve vocational learning problems.

[Unity for Humanity grants](#)

Deadline 7th February. \$500k to be split across multiple realtime 3D impact projects. Thanks to Ben Byford for flagging.

[Screen Australia Emerging Gamemakers Fund](#)

Deadline 27th February. Grants of up to AU\$30k.

[Screen Australia Games Production Fund](#)

Deadline 27th February. Grants of up to AU\$100k.



GAMES • JOBS LIVE
JOB BOARD

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

Reports

- [Ofcom Online Nations 2024 Report](#)
- [MIDiA The case for in-game video platforms Report](#)
- [GamesForum Mobile UA and Ad Monetisation Report](#)
- [Hybridcasual Games Playbook by Meta / Deconstructor of Fun](#)
- [Games Jobs Live January UK Report attached.](#)
 - [Recent reports for Australia, France and Belgium also available.](#)



Contracts



Awards



[A MAZE Berlin](#)

Deadline 31st January.

[Indigo Design Awards](#)

Deadline 31st January.

[EY Entrepreneur of the Year](#)

Deadline 2nd March.



Events



[PG Connects London](#)

20th-21st January.

[GDC](#)

Early bird conference rates end 23rd January.

[Pro Helvetia funding webinar](#)

4th February for details of funding available to Swiss companies.

[DICE Las Vegas](#)

11-13th February.

[.guildford.games Developer Summit](#)

14th February in Guildford.

[Pitch Level Up Hamburg](#)

20th February.

[Games Growth Summit](#)

28th February in London.

[Games Talks Live Scotland](#)

1st-3rd April in Edinburgh, Dundee and Glasgow.

Showcase

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

[London Games Festival 2025 Steam Event](#)

Deadline 24th January. For London-developed games.

[Earth Appreciation Festival](#)

Deadline 24th January.

[TactiCon](#)

Deadline 31st January.

[The Mix Spring](#)

Deadline 7th February.

Minimal and Chill Steam Fest


Deadline 14th February.

Cozy & Family Friendly Games Fest

Deadline 20th February.

Festival ECRÃ

Deadline 5th April. Thanks to Jose Lucio for flagging.

 **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 2,700+
game dev studios and entrepreneurs.
colin@indiechampions.com for details.

Accelerators

[Scot] Techscaler Japan

Deadline 3rd February. A trade mission to Japan for Scottish companies.

Speaker Calls

[NarraScope](#)

Deadline 7th February. Submissions for talks and papers around interactive narrative.

[Develop Brighton](#)

Deadline 24th February.

[Digital Dragons](#)

Deadline 3rd March. Event in Krakow on 18th-20th May.

[Nordic Game 25](#)

Deadline 2 April. For Nordic Game in Malmö on 21-24 May.

[Serious Play 2025](#)

Deadline 16th April. In Rochester, New York 13-15th August.

Resources

[Early Stage Funding Resources](#)

[Indie Plaza Funding Database](#)

[Art Outsourcing Database](#)

[Nextgen Gaming Club's VC List](#)



Inspiration



[RNIB Best Practice in Accessible Gaming Devkit](#)

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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