



GAMES OPPORTUNITIES

👋 **Welcome** 👋

Hello,

Hope those that GDC'd found it useful and are recovered now. Slightly closer to home, the next events I'll be at are the Tiga Scaleup conference in London on 30th April, and GaMaYo in Leeds on 22nd May, so hope to catchup with everyone there.

Keeping me busy before (and long after...) then will be the result of the UK Games Fund's Content Fund now being re-opened for the 2025/26 year :) Details below, if you think you'd meet the criteria submit an EOI and I'll get back to you.

I'm also hoping to experiment with publishing this as a LinkedIn newsletter - if you want to follow [this page](#) we can maybe get some discussion and sharing of suggestions going.

Before the rest of the April opportunities, if some kind soul has forwarded this to you because there's opportunities that might be valuable to you, you can signup to get it directly in future at www.gamesopportunities.com

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\$ Funding \$

[\[🇪🇺\] EIT Culture & Creativity Innovation Projects](#)

Deadline 11th April. Up to €120k per project for high-impact initiatives that address pressing challenges in the Cultural and Creative Sectors. Thanks to Asha Easton for

flagging.

[Public Engagement Spark Awards](#)

Deadline 24th April. Grants of £20k for demonstrating the value to the UK of science and technology etc.

[Tranzfuser](#)

Deadline 28th April. £7,500 for UK graduate teams to start their journey to commercial sustainability as a burgeoning indie studio.

[MSDUK Innovation Challenge](#)

Deadline 7th May. £20k prize open to ethnic minority-led business located in the UK and selected European countries.

[\[Eng\] DCMS Create Growth Programme](#)

Deadline 29th May. Up to £50k fully funded, or £100k with match funding for creative companies in 1 of 12 appointed English regions.

[UK Global Screen Fund: International Business Development](#)

Deadline 19th June. Up to £200k to enhance international activities.

[UK Content Fund](#)

No imminent deadline. Up to £150k grants for established studios with non-Director PAYE staff, and leverage of additional funding to match grant.

[German federal government games funding](#)

No deadline given. 25-50% funding of projects from €300k - €2m.

[UK Prototype Fund](#)

£30k grants for development of new IP. Due to open very shortly, although never for long until it's oversubscribed. Sign up to the UKGF newsletter on their homepage to be notified as soon as it opens.

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



- [Publishing Agreement Market report](#)
 - [Room 8 Co-Development Survey](#)
 - [Aldora State of Play Report](#)
 - Games Jobs Live April UK Report attached
 - [Recent job reports for Australia, France and Belgium also available.](#)
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Contracts



Awards



[Game Dev Heroes](#)

Deadline 18th April.

[ChinaJoy-Game Connection Awards](#)

Deadline 31st May

Aesthetica Film Festival

Deadline 30th June. Shortlisted games are showcased and considered for the Best Game prize.



Events



FÍS Games Summit

11th April in Galway, Ireland.

Reboot Develop Blue

14-16th April in Dubrovnik.

Start-up, Scale-up and Grow Conference

30th April in London. Non-Tiga member tickets just £73.

Barclays Frenzy

15th May in London.

Games Talks Live: Scotland

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



Showcase



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

Indie Arena Booth @.gamescom

Deadline 9th April.

[Day of the Devs: Summer Fest](#)

Deadline 11th April.

[Game Maker's Sketchbook](#)

Deadline 11th April.

[IndieCade Festival](#)

Deadline 14th April (late submissions till 2nd June)

[Indie3](#)

Deadline 28th April.

[Tokyo Game Show](#)

Deadline 30th April.

[Eastern Martial Artists Week](#)

Deadline 30th April.

[Back to School Steam sale](#)

Deadline 4th May.

[GaMaYo](#)

22nd May in Leeds.

[PitchYaGame](#)

6th June.

[SXSW Sydney](#)

Deadline 30th June. Thanks to Des Gayle for flagging.

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

[FÍS Games 2025 Pitching Development](#)

Apply for pitch feedback at FÍS Games Summit in Galway on 11th April.

[Code Coven Aurora Accelerator](#)

No deadline. For marginalised gender-led teams.

Speaker Calls

[Serious Play 2025](#)

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

[SXSW Sydney](#)

Deadline 1st August.

Resources

[Early Stage Funding Resources](#)

[Indie Plaza Funding Database](#)

[Art Outsourcing Database](#)

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

Inspiration

[Steam's GDC offsite sessions: A recap](#)

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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