



GAMES OPPORTUNITIES

👋 **Welcome** 👋

Happy belated Easter everyone. The big news for UK companies this month is the re-opening of three big funds this week - the UK Games Fund's Prototype Fund and Content Fund, and the BFI's International Business Development application opening later this week.

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 \$

[Jest Games Fund](#)

Deadline 15th April. Money for UA and services to launch games on Jest. Thanks to Alan Yeats for flagging.

[Stelios Disabled Entrepreneurs Award](#)

Deadline 30th April. Up to £150k for UK disabled entrepreneurs. Thanks to Chris Goodyear for flagging.

[UK Games Fund Prototype Fund](#)

Deadline 5th May. Re-opened today with a new higher maximum award of £100k.

[UK Games Fund Content Fund](#)

No imminent deadline. Re-opened today with a new higher maximum award of £250k.

[BFI International Business Development](#)

Opening on Thursday 16th April. Up to £200k to support new international business partnerships revenue streams.

[BFI Expanded Screen Fund](#)

Deadline 3rd June. Up to £150k for UK producers with a track record in successfully delivering immersive work (such as VR, AR, XR, 360° media or other extended-reality media).

[VIVERSE Create grants](#)

No deadline given. Up to \$100k for immersive, web-based 3D experiences. Thanks to Asha Easton for flagging.



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

Reports

- [Sensor Tower State of Gaming 2026 Report](#)
- [Aream Video Game Market Update Q1 2026](#)

- [2026 XDS Insights Report](#)
 - [Newzoo PC & Console Gaming Report 2026](#)
 - Games Jobs Live reports are undergoing a revamp. Stay tuned :)
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Contracts

[Pitch Direct](#)

Online pitching platform, Pitchify, has launched *Pitch Direct*, to streamline delivering relevant pitches to publishers, with guidance back to developers on what those publishers are seeking.

Awards

[IndieCade](#)

Deadline 27th April.

[Scottish Women in Tech](#)

Deadline 29th April.

Events

[London Games Festival](#)

13th-19th April. As an aside if you know anyone that'd struggle financially to attend, they're kindly offering a limited number of relief tickets through application [here](#).

[Godotcon](#)

23-24th April, Amsterdam. Thanks to Pocket Sized Hands for flagging.

[Debug Games Festival](#)

25th April, Norwich, UK.

[TIGA Start-Up, Scale-Up and Grow Conference](#)

13th May, London.

[A Maze](#)

13-16th May, Berlin. Thanks to Pocket Sized Hands for flagging.

[Digital Dragons](#)

17th-19th May, Krakow, Poland.

[GaMaYo](#)

21st May, Wakefield, UK.

[EGX @ MCM Comic Con](#)

22nd-24th May, London.

[Nordic Game](#)

26th-29th May, Malmö, Sweden.

[Games Growth Summit](#)

4th June, London.



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

[Birds of Play](#)

Soft deadline 15th April for a celebration of bird related games.

[CO-OPALOOZA](#)

Deadline 17th April. For co-op games.

[Best Indie Games Summer Showcase](#)

Deadline 25th April. Fee applicable if selected.

[Yogscast Tiny Teams](#)

Deadline 30th April. Celebrating small studios making big games.

[Develop Indie Showcase](#)

Deadline 6th May. 10 games will be chosen to feature Develop:Brighton 2026's Indie Showcase.

[Open Sauce](#)

Deadline 12th May. San Francisco physical showcase for makers, engineers, artists, roboticists, open source developers, student teams, and hobbyists.

[Brilliant Indie Treasures](#)

Deadline 22nd May. A showcase of 50 playable, unreleased or undercelebrated indie games.

[Short Games Showcase](#)

Deadline 2nd June. Highlighting titles that deliver a complete and satisfying experience in under 5 hours of gameplay

[#PitchYaGame](#)

5th June.

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

[Limit Break](#)

Deadline 20th April. Mentorship program for marginalised people working in the UK games industry.

[PraeSeed](#)

Deadline 20th April. Accelerator for pre-seed founders in the North of England, following which £200k is invested in up to 8 businesses.

[Into Games Boost](#)

Deadline ASAP. A fully funded paid placement programme connecting UK games studios with exceptional early-career talent from low-income backgrounds.

Speaker Calls

Resources

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

Growing up in Dundee - home of the ZX Spectrum - made it my first computer. So I was surprised to discover on holiday last year that Portugal has the world's only ZX Spectrum museum. Why? The curator kindly joined us at the Games Talks Live events recently to give the story - it's a 10 minute watch [here](#).

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.raiseysite.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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