

Great to see everyone at Develop last week, and Games Talks Live: North the month before.

I'll be out at Gamescom next month; I'll be hosting some drinks for the Scottish industry again, our last venue there was ok but a bit cramped - if anyone knows Köln well enough to be able to suggest other options for a private event of 60-80, please shout!

C.



### [ Innovate UK Smart grants

Deadline 24th July. Grants of £100k-£1m for game-changing and commercially viable R&D innovations that can significantly impact the UK economy.

#### [ Royal Shakespeare Company R&D Challenge

Deadline 14th August. 80% of £75k project cost, must be academic led but an SME but can subcontracted. Thanks to SamW on the UK Industry Slack.

# [ Oculus Ignition

Deadline 1st September. 6 months funding for new IP VR games by studios formed since April 2023. Thanks to Reece Millidge for flagging.

### [ Defence and Security Innovation Call

Deadline 3rd September

#### [Dundee] SME Development Grant

# [ Outersloth indie games fund

No deadline. \$50k-\$2m. Not for VR, Web3 or EA games.

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 <u>here</u>.



**Pugpig State of the Mobile Publishing Market 2024** 

**UK Games Jobs Live July Report** 



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[ TIGA Games Industry Awards



Deadline 7th August. \$100k prize, with additional £10k prize for entrants in London.

### [ Girls in Tech Startup Challenge

Deadline 15th August. Final stage pitching requires arranging travel to Nashville in the US.

#### [London] East London Art Prize

Deadline 27th August. Open to artists on any medium, including digital. Cash prize of £15,000 and a solo exhibition at our Nunnery Gallery

### [ BAFTA Games Award

Deadline 7th November.

Events 17

# [ ] Hiro Capital Dark Star Event

July 24th. Hosted by acclaimed games VC Hiro Capital, this online event brings together experienced investors, industry experts, and successful game studio founders to share their knowledge and insights on the fundraising process.



21st-25th August in Cologne, Germany.

### [ A MAZE / Sheffield

2nd August.

### New Creative Technology Event

19th September. Also in Sheffield - it's the place to watch!



1st-2nd October.



5th October in Graz, Austria.

#### [ Games Connect Asia Pacific

7th-9th October in Melbourne, Australia.



Many thanks to the How To Market a Game Discord community

# [ ] Indie Game Contest

Deadline 19th July.

# [ SXSW Sydney Showcase

Deadline 25th July. Thanks to Des Gayle for flagging.

### [ Wholesome Games Steam Celebration

Deadline 25th July.

# [ Game Devs of Colour Expo Steam Sale

Deadline 2nd August.

# [ Turn-based Festival

Deadline 31st August.



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 2,474 game dev studios and entrepreneurs. href="mailto:colin@indiechampions.co m"><span style="color:#ffffff;">colin@indiecham pions.com</span></a> for details.





#### DunDev

Deadline asap. A month long residential programme with accommodation, office space and a unique tailored programme of activity all provided

#### [ High Growth Al Accelerator Programme

Deadline 21st July. Partnered with likes of LADbible and Merlin Entertainments.

#### [11] Wild Galway Games Incubator

Deadline 26th July.

#### [ NatWest Accelerator

Deadline 2nd August.

#### [Warwick] Creative Futures Incubator

Deadline 3rd September.



No deadline.

[ GDC Core Concepts Call for Submissions

Deadline 8th August.

Deadline 13th August.

Resources

**Early Stage Funding Resources** 

**Indie Plaza Funding Database** 

**Art Outsourcing Database** 

**Nextgen Gaming Club's VC List** 

Inspiration

<u>Ten Lessons from 15 Years in the Industry by Dan Pinchbeck of The Chinese Room.</u>



- Please forward this to anyone else you think may appreciate it, and they can subscribe <u>here</u>
- 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 <a href="here">here</a>