

GAMES OPPORTUNITIES

👋 **Welcome** 👋

I'll be at Gamescom next week, so be sure to say Hi if you're there (and if you're in/connected to the Scottish scene, give me a shout about Scottish drinks that we're hosting on the Wednesday evening!).

I'll also have the pleasure of welcoming lots of DICE Europe attendees to my hometowns of Edinburgh and Dundee next month. I can't help with tickets for the main DICE event, but I'm organising the Dundee fringe day, for which tickets are free, but very limited so please apply at www.sgda.co.uk/gamesday if interested if coming along.

As always, if some kind soul has forwarded this to you because there's opportunities that might be valuable to you, you can sign up to get it directly in future at www.gamesopportunities.com, or via [the Games Opportunities page](#) on LinkedIn.

C.

\$ Funding \$

[\[🇺🇸\] Screen Australia Games Production Fund](#)

Deadline 28th August. Grants of up to AU\$100k.

[\[🌍\] WINGS Elevate](#)

Deadline 30th August. \$10k for each of 5 indie teams led by women and other gender marginalized developers.

[Amazon Regional Creatives Fund](#)

Deadline 31st August. For UK charities, up to £30k, or £100k for consortium applications.

[Bright Gambit's Checkmate](#)

Deadline 31st August. Last minute funding for indie games launching in 2025.

[MediaCity Immersive Technologies Residency Fund](#)

Deadline 4th September. Up to £20k to Greater Manchester businesses for projects that develop new innovative products or services using creative technologies.

[Immersive Arts](#)

Deadline 29th September. Up to £50k for UK based artists using immersive tech.

[UK Content Fund](#)

Deadline expected around end of September. Up to £150k grants for established studios with non-Director PAYE staff, and leverage of additional funding to match grant.



GAMES • JOBS LIVE
JOB BOARD

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



Reports



- [Perception & Potential: Public Attitudes Towards Creativity in the UK](#)
- Games Jobs Live July UK Report attached
 - [Recent job reports for Australia, France and Belgium also available. And German reports coming soon :\).](#)



Contracts



Awards



[IndieCade flash sale](#)

IndieCade Festival 2025 Game Submissions are reopening for a limited time only, starting from August 11th a Noon PDT.

[Golden Joysticks](#)

Deadline 5th September.



Events



[IndieCade Playable Theatre Symposium](#)

15th-16th August. Online.

[devcom](#)

17th-19th August, Cologne.

[Gamescom](#)

20-22nd August, Cologne.

[Gamescom party list](#)

Kindly collated by Grace Zhou and Ruby Chang

[DICE Europe](#)

15-17th September, Edinburgh.

[Games Day](#)

18th September, Dundee. A fringe day to DICE Europe.

[ProtoPlay](#)

19th-20th September, Dundee. Showcasing the games of [21 talented Tranzfuser teams](#)

[Nexus](#)

1st-2nd October, Dublin.

[Games Talks Live: Scotland](#)

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

Showcase

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

[Brutal Indies Unleashed](#)

Deadline 28th August.

[Game Dev Days Graz](#)

Deadline 29th August.

[ENDIX Indie Showcase](#)

Deadline 1st September.

[Finnish Games Week](#)

Deadline 1st September.

[Horror Game Awards Halloween Showcase](#)

Deadline 23rd September.

[Draknek New Voices Puzzle Grant](#)


Deadline 28th September. For puzzle game developers from traditionally underrepresented groups and backgrounds.

[Steam NextFest](#)

October. Check FAQs for relevant dates.

[Leftfield Collection](#)

No deadline given. For featuring at EGX 24-26th October in London.

 **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 2,900+
game dev studios and entrepreneurs.
<mailto:colin@indiechampions.com>

Accelerators

[Creative Enterprise Reframe](#)

Deadline 26th August. For English screen-based companies ready to respond to change and explore new opportunities.

[Climate Adaptation for Creatives](#)

Deadline 7th September.

[Code Coven Aurora Accelerator](#)

No deadline. For marginalised gender-led teams.

[Scottish Impact Investor Readiness Programme](#)

Programming starting 25th August 2025, with usual £7,500 cost currently 90% subsidised.

Speaker Calls

[Game Industry Conference](#)

Deadline 12th August. In Poznan, Poland on 24-26th October.

[Game Dev Days](#)

In Graz, Austria on 4th October.

[Games Talks Live Scotland](#)

Resources

- [DBT Business Growth Service](#) - targetted support by region/sector.
 - [UKIE Access to Finance Guide](#)
 - [Top 100 UK Events](#)
 - [Early Stage Funding Resources](#)
 - [Indie Plaza Funding Database](#)
 - [Art Outsourcing Database](#)
 - [Nextgen Gaming Club's VC List](#)
 - [Seyed's Publisher List](#)
-

Inspiration

[From Pitching to Self-Publishing](#)

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](#)
-