

Welcome

This week I'm running the Games Talks Live: Northern events in Newcastle on Tuesday 18th, Manchester on Wednesday 19th, and Liverpool on Thursday 20th.

We've got Dan Pinchbeck, co-founder of The Chinese Room doing the keynote talk at all three, plus over a dozen other amazing speakers from visiting publishers and local developers, and lots of networking inbetween that always sees plenty new contacts formed and collaborations discussed.

Happy to extend Games Opportunities subscribers a 50% discount on tickets if you can make it along - register here:

[Register for Games Talks Live](#)

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Funding

[\[Coventry and Warwickshire\] New Innovators in immersive & creative](#)

Deadline 19th June. Grants of £25-50k for projects that grow their innovation activities in the immersive and creative industries

[\[North East England\] New Innovators in digital technology](#)

Deadline 19th June. Grants of £25-50k for projects grow their innovation activities in the digital technology cluster in North East England.

[\[England\] DCMS Create Growth Programme Competition 3](#)

Deadline 19th June. Grants of £10-30k for for innovation projects to grow their business in one of 12 regions including Greater Manchester, E&W Yorks, Notts, South East Coast and more.

[Singapore Prototype Fund](#)

Deadline 24th June. \$50k to develop prototypes to promote Singapore's culture and heritage.

[Kiwi Game Starter](#)

Deadline 24th June.

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

Deadline 28th June. Up to £200k.

[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.

[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.

[\[Dundee\] SME Development Grant](#)

Deadline December. £2-3k to support company development, growth and adaptation

[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 [here](#).



Contracts



Awards



[AIXR XR Awards](#)

Deadline 18th June.

[Barclays Entrepreneur Awards](#)

Deadline 28th June. Includes an Innovation in Games category.

[XR Hack](#)

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.



Events



[Games Talks Live Northern England](#)

18th-20th June in Newcastle, Manchester and Liverpool respectively.

[Now Play This Game Design Labs](#)

27th-29th June. A creative conference and a game jam in London, with parallel events running at the same time in Dundee, Los Angeles, Buenos Aires and Madrid.

[Develop Brighton](#)

9th-11th July.

[Gamescom](#)

21st-25th August in Cologne, Germany.



Showcase



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

[Mobile Games Awards](#)

Deadline 17th June.

[Aesthetica Games Lab](#)

Deadline 30th June. An established film festival that since last year has opened to games as well.

[Six One Indie Showcase](#)

Deadline 1st July.

[Indie Game Contest](#)

Deadline 19th July.

[SXSW Sydney Showcase](#)

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

[Game Devs of Colour Expo Steam Sale](#)

Deadline 2nd August.

[Turn-based Festival](#)

Deadline 31st August.



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m"><span
style="color:#ffffff;">colin@indiecham
pions.com for details.



Accelerators



[\[UK\] NatWest Accelerator](#)

Deadline 2nd August.

Speaker Calls

Resources

[Early Stage Funding Resources](#)

[Indie Plaza Funding Database](#)

[Art Outsourcing Database](#)

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

Inspiration

[GDC 2023 talk "Define Your Audience Now, Not Later"](#)

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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