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GAMES OPPORTUNITIES

👋 **Welcome** 👋

Here's your selection of opportunities for May.

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 \$

[\[UK\] BFI Video Game Release Fund](#)

The BFI's Global Screen Fund is opening a new fund supporting the international release of UK video games. Register for their webinar on May 19th to find out more.

[\[UK\] Future Live Fan Experiences R&D Challenge](#)

Deadline 29th May. For University led projects.

[\[UK\] UK Games Fund Starter Fund](#)

Deadline 1st June. Grants of up to £20k for new/graduate companies.

[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).

[BFI International Business Development](#)

Deadline 11th June. Up to £200k to support new international business partnerships revenue streams.

[Agog Climate Futures + Immersive Media call](#)

Deadline 12th June. For immersive media projects that help people better understand and respond to climate challenges.

[UK Games Fund Content Fund](#)

No imminent deadline. Grants of up to £250k for scaling companies.

[VIVERSE Create grants](#)

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



GAMES • JOBS LIVE
JOB BOARD

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

- [Skillsearch Salary and Satisfaction Survey](#)
 - [Adjust mobile insights report](#)
 - Games Jobs Live reports are undergoing a revamp. Stay tuned :)
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Contracts

[SMASH - Games IP Call Out](#)

IP matchmaking platform Smash has a callout for videogame IP with an engaged fanbase and clear potential for film or TV adaptation.

Awards

[IndieCade](#)

Late deadline 15th June.

[TIGA Games Awards](#)

Deadline 24th July.

Events

[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.

Showcase

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

[AdventureX](#)

Deadline 21st May. For narrative games, tools or other projects.

[80 Level](#)

No deadline to apply for promo for your game, although that they'll "contact you with a proposal" suggests many opportunities may not be entirely free...

[Brilliant Indie Treasures](#)

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

[Unmistakable](#)

Deadline 25th May. A celebration of video games with unmistakable art.

[Monochopoly Fest](#)

Deadline 28th May. For videogames with monochromatic / limited colour palettes.

[Short Games Showcase](#)

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

[#PitchYaGame](#)

Deadline 5th June.

[Game Devs of Color Expo](#)

Deadline 5th June.

 **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 3,000+
game dev studios and entrepreneurs.
Mail colin@indiechampions.com for
details.

Accelerators

[Into Games Boost](#)

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

[Games Lift](#)

Deadline 1st June. €15k and mentoring for teams in / planning to be based in Hamburg.

[Female Founder Accelerator](#)

Deadline 12th June.

Speaker Calls

[Gamescom congress](#)

Deadline 27th May.

[Games Industry Conference Poznań](#)

Deadline 8th July.

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](#)

Food for Thought

[Deconstructor of Fun podcast with \\$500m VC Play Ventures on how they evaluate founders, and what they look for in early stage teams etc.](#)

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.raiselysite.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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