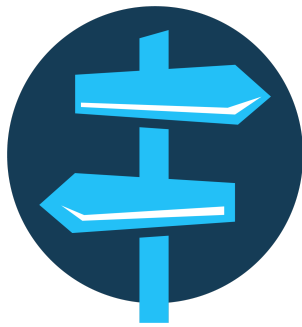




GAMES OPPORTUNITIES

👋 Welcome 👋

Unfortunately "proper work" got in the way last month but welcome to your August set of opportunities :)

However, that "proper work" included two epic projects that I imagine many Games Opportunities readers will be interested in;

1) [The GIDB \(Games Insights Database\)](#); a free platform that brings together never-before-compiled data on the UK's games industry. Funded by the BFI and National Lottery, backed by rigorous data, and developed by industry experts with decades of experience mapping the UK games sector.

2) [Scottish Games Day](#) hosted on 25th September in Dundee. Featuring speakers from **Arrowhead Studios, Ubisoft, Electronic Arts, Made Brave, Oddworld, Revolution Software, Huey Games, Deep Crypt Games**, and a "**GTA Origins**" panel featuring Dave Jones and a number of the original GTA1 developers. Not to mention a post-event Scottish ceilidh held in a jute mill ;)

If some kind soul has forwarded this to you, you can signup to get it directly in future at www.gamesopportunities.com, or via [the Games Opportunities page](#) on LinkedIn.

For those heading to Cologne this week, hope to see you there!

C.

💰 Funding 💰

[Emerging Gamemakers Fund](#)

Deadline 27th August.

[Games Production Fund](#)

Deadline 27th August.

[\[Scot\] Scottish EDGE](#)

Deadline 2nd September. Awards of up to £200k (70% loan, 30% grant split).

[Epic MegaGrants](#)

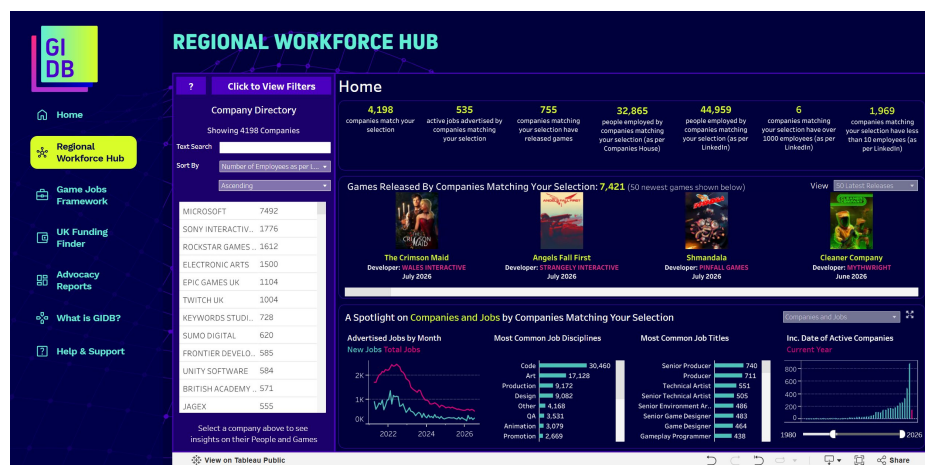
Deadline 4th September.

[Draknek New Voices Puzzle Grant](#)

Deadline 27th September.

[UK Games Fund Content Fund](#)

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



For the most comprehensive data about the UK's Games Industry, visit [GIDB.UK](#)



Reports



- [Screen Currency 2026: Understanding the value of Australian screen and games](#)
 - [Bain and Company's 2026 report on "gaming" \(meaning "games"\)](#).
 - Games Jobs Live reports are undergoing a revamp. Stay tuned :)
-



Contracts



Awards



[Golden Joysticks](#)

Deadline 28th August.

[IGF](#)

Deadline 13th September.

[BAFTAs](#)

Deadline 18th September for games released 15 November 2025 – 31 July 2026



Events



[Games Forum London](#)

7th-8th September.

[Tokyo Game Show](#)

17th-21st September

[Nexus](#)

23rd-26th September, Dublin.

[Scottish Games Day](#)

25th September, Dundee. Featuring speakers from rowhead Studios, Ubisoft, Electronic Arts, Made Brave, Oddworld, Revolution Software, Huey Games, Deep Crypt Studios, and a "GTA Origins" panel featuring Dave Jones and a number of the original GTA1 developers :)

[New Horizons](#)

14th-16th October, Middlesbrough.

[Games Talks Live](#)

27th-29th October in Edinburgh, Dundee and Glasgow.

[Funding Formula](#)

10th November, London.



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

[Playtime Horror Fest 2026](#)

Deadline 28th August.

[Not Built in a Day](#)

Deadline 30th August. For older games that have had major content updates.

[Absurdist Games Celebration](#)

Deadline 5th September.

[MAGFest x Indie Retro](#)

Deadline 30th September.



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Accelerators



Speaker Calls



[Game Developer Music Licensing Survey](#)

Deadline 31st August.



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



A handy reminder for those headed to Gamescom this week from Game Conference Guide of [How to survive \(almost\) every event](#)

zzz Housekeeping zzz

- 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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