

Hi everyone,

Lots new this month below, hopefully some are useful; if so, please share this newsletter with others - folks can signup directly <u>here.</u>

Anyone in Australia, or going there for GCAP, I'll be speaking on Monday 7th Oct and around for the rest of the show, so shout for catchup coffee/beer :)

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### \$ Funding \$

#### [Section 2018] [Secti

Deadline September 20th. Three \$15k cash prizes. Thanks to Meredith of Indie Dev Digest for Australia and New Zealand for flagging.

#### Focal

Deadline 24th September. Startups raising VC in the next 6 months can get introductions to over 250 leading VC fund partners. Thanks to Mark Hogarth for flagging.

#### [I] European Prize for Women Innovators

Deadline 25th September. Women innovators and leaders can receive prizes of €20k to €100k.

#### [Momen TechEU]

Deadline 30th September. €75k grants to winners. Thanks to Asha Easton for flagging.

#### [South Korea international R&D collaboration

#### [ ] Draknek New Voices Puzzle Grant

Deadline 7th October. For underrepresented developers. Thanks to Reese Wright for flagging.

#### [MENA] PlayStation MENA Hero Project

No deadline. Up to \$100k plus showcase and mentoring opportunities. Thanks to Shiva Allari for flagging.

#### [Eng] Creative Enterprise Business Builder

No deadline. Grants of up to  $\pounds$ 2,500 to work with a consultant to help business growth.

#### [North East] Shared Success Fund

£25k loans on generous repayment terms for creative businesses in the North East.

#### [Solution State Network Founders Fund]

No deadline.



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>.



**Games Jobs Live September UK Report** 

• Recent reports for Australia, France and Belgium also available.







Deadline 30th September. Prize pool of \$100k



Deadline 30th September.



Deadline 7th November.



Deadline 6th December,





18-20th September in Barcelona.

#### [South West] Gaming Ethics Bristol

19th September.

#### [ New Creative Technology Event

19th September in Sheffield.

#### []] Nexus

25th-26th September in Dublin.

## [Scot] Masterclass: Embedding Accessibility in a Game & Studio

26th September in Dundee.

#### [ ProtoPlay Dundee

27th-28th September. Free games festival showcasing the work of 19 graduate teams from across the UK.

#### [ ] PG Connects Helsinki

1st-2nd October.

#### [ ] Game Dev Days

5th October in Graz, Austria.

#### [ Games Connect Asia Pacific

7th-9th October in Melbourne, Australia. Which I'll be speaking at on the Monday :)

#### [Scot] Barclays Scottish Games Frenzy

31st October in Glasgow.

#### [ Develop North

14th November in Liverpool.

#### [ ] Games Talks Live Scotland

19th-21st November in Edinburgh, Dundee and Glasgow.



Many thanks to the How To Market a Game Discord community



Deadline 26th September.



Deadline 7th October.



Deadline 1st January.

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#### [ ] a16z Speedrun Tech x Games Accelerator

Deadline 30th September. \$750k invested per company.

#### [ Creative Enterprise Reframe

Deadline 30th September. A five-month initiative for established creative businesses.

#### [ Creative Enterprise Screen Launchpad

Deadline 30th September. A three-month programme designed for underrepresented founders.



Deadline 15th October.

#### [Yorks] Game Republic Graduate Bootcamp

No deadline, but selection is in early September. Participants need to be based in North Yorkshire or happy to relocate.

#### [Solution States Founders Fund Brazil

No deadline.

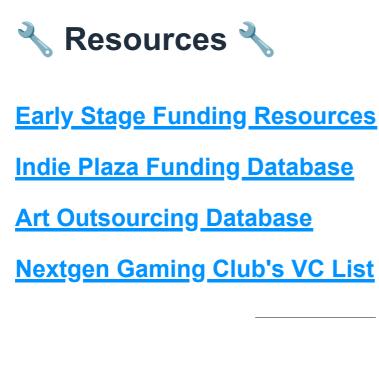


# [Section 2017] [Secti

Deadline 26th September.



Deadline 15th January. Thanks to Des Gayle for flagging.





Fascinating <u>onboarding document</u> for the production company of MrBeast, currently the world's biggest YouTuber. I'd argue most games studios don't scratch the surface of understanding their metrics of success the way he does.

#### **<sup>2</sup>** Housekeeping <sup>2</sup>

- 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 <u>here</u>