

Welcome

Hi everyone,

Some of the highlights of my year are when I hear that companies have been awarded funding they found out about because of this newsletter. So I was especially pleased to be selected as part of a winning bid for the BFI Challenge Fund I included in the April and May newsletters :)

More details ([here](#)), but in short it's to combine the funding resources from this newsletter, Games Jobs Live job data, and a bunch of other publicly available datasets to provide a platform providing access to information about workforce, skills, salary benchmarking and funding availability. I'll be back in touch with more details and find out what'd be most useful, but let me know any thoughts/wishes you'd have meantime!

And just a reminder about my next Scottish industry events, running 19th-21st November, more details at www.gamestalks.live

If some considerate soul has forwarded this newsletter to you because there's opportunities that might be valuable to you, you can signup to get it directly in future [here](#).

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Funding

[Design to Deliver](#)

Deadline 25th October. Up to £50k to help citizens make nature-conscious decisions.

[Screen Australia Skills Development Fund](#)

Deadline 7th November. Up to AU\$80k for training of at least 3 staff.

[Press Start: Games Founding Grant](#)

Deadline 17th November (applications open 28th October). A new €8m fund from the German government to support 130 games founders. Webinar about the process on Oct 30th and Nov 5th at <https://games-stipendium.de>. Thanks to Christopher Meredith for flagging.

[She Got Game](#)

Deadline 1st December. Mentoring and CHF 3,000 for women in / linked to Switzerland.

[Immersive Arts](#)

Deadline 2nd December. Grants of £5k - £50k for UK artists using immersive technologies.

[\[MENA\] PlayStation MENA Hero Project](#)

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

[Brazil Black Founders Fund](#)

No deadline.

[\[North East\] Culture and Creative Investment Programme](#)

No deadline. Up to £150K equity or loans to businesses based in the North of Tyne region. Thanks to Nick Button-Brown for flagging.

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](#).



Reports



[Video Game Insights 2024 market report](#)

[Konvoy VC Q3 2024 Report](#)

[DDM's Project & Studio Financing Snapshot](#)

[Games Jobs Live October UK Report](#)

- [Recent reports for Australia, France and Belgium also available.](#)
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Contracts



Awards



[\[🌐\] SXSW Innovation Awards](#)

Deadline 3rd November.

[\[🇪🇺\] BAFTA Games Award](#)

Deadline 7th November.

[\[🌐\] Dope Indie Games of the Year](#)

Deadline 22nd November.

[\[🌐\] DICE Awards](#)

Deadline 6th December,



Events



[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.

[Slush](#)

20th-21st November, Helsinki.

[PG Connects London](#)

20th-21st January.



Showcase



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

[Experimental Game Workshop @ GDC](#)

Deadline 8th November

[Myths & Legends Steam Sale](#)

Deadline 1st January.

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 2,600+
game dev studios and entrepreneurs.
colin@indiechampions.com for details.

Accelerators

[\[\] Baltic Ventures Launchpad](#)

Deadline 31st October. Helping early stage companies in the Liverpool area to demonstrate commercial traction. Thanks to Clemens Wangerin for flagging.

[\[\] Techstars London](#)

Deadline 20th November.

[\[\] Black Founders Fund Brazil](#)

No deadline.

Speaker Calls

Nordic Game 25

Early deadline is 3 December; final deadline 2 April 2025. For Nordic Game in Malmö on 21-24 May.

Conference on BIPOC Game Studies

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

Resources

Early Stage Funding Resources

Indie Plaza Funding Database

Art Outsourcing Database

Nextgen Gaming Club's VC List

Inspiration

I was recently at GCAP in Australia and had the pleasure of attending a keynote by Hipster Whale's CEO Clara Reeves, marking 10 years since the launch of Crossy Road. Which was a great followup to one the most inspirational GDC talks I've seen, in 2015, by the Hipster Whale founders, just a few months after the initial launch. It's available for free on the [GDC Vault here](#).

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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