

GAMES OPPORTUNITIES

👋 **Welcome** 👋

Happy New Year all.

January brings a bunch of opportunities below, although lots have tight deadlines, so worth skimming down as soon as you get this.

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.

Best Wishes.

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\$ Funding \$

[Immersive Challenge Fund](#)

Deadline 20th January. Up to £15k for Welsh R&D experiences with immersive and XR technologies.

[Women in Innovation](#)

Deadline 4th Feb. Grants of up to £75k for women founders or co-founders with UK registered businesses at the late stage start-up phase.

[Creative Scotland Go See Share Fund](#)

Deadline 5th February. Up to £10k to undertake trips to explore new ways to expand their business activity. NB: It says it doesn't cover "Attendance at trade shows" but does give an example of funding someone to attend Gamescom "to build partnerships and connect with European audiences"...

Unity for Humanity Grant

Deadline 20th February. Up to \$100k for interactive games or XR experiences that drive positive social impact.



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

Reports

- Games Jobs Live December UK Report attached.
- Germany is [reported](#) to be more than doubling its investment in games from €50m in 2024 to €125m in 2026.
- For those in the UK, trade body UKIE have commissioned an extensive workforce survey to update from the last one in 2022. Please complete it [here](#) if you can; it should take less than 10 minutes and responses are anonymous.

Contracts

Awards

A MAZE.

Deadline 1st February.



PG Connects London

19th-20th January, London.

Yorkshire Games Festival

11th-22nd February, Bradford, UK.

Guildford Games Festival

20th February.

Ukie Conference 2026

5th March.

GDC

9th-13th March, San Francisco.

Games Talks Live

24th-26th March, Scotland.



[Storyteller's Festival](#)

Deadline 20th January.

[Appear on The Apprentice Series 21](#)

Deadline 23rd January.

[London Games Festival 2026 Steam Event](#)

Deadline 23rd January. Now open to non-London (but still UK) companies.

[Endix Expo](#)

Deadline 1st February.

[IndieGameBusiness Virtual Pitching Event](#)

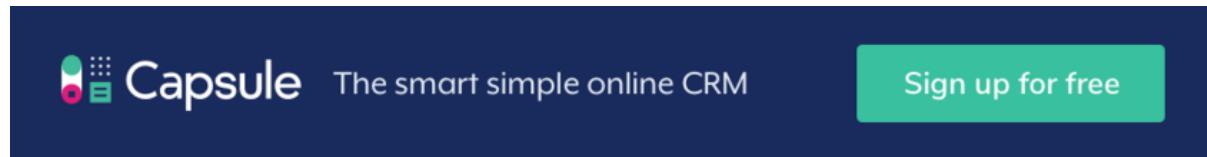
Deadline 6th February. Pitch to a panel of industry judges for three separate \$1k awards from The Powell Group: Best Pitch Deck, Best Presentation, and Most Anticipated Game.

[Download for Charity Bundle](#)

Deadline 20th February. Get your game in a charity bundle by donating a percentage of revenue generated as a result.

[Foundations of Digital Games](#)

Deadline 30th March for the Games and Demos track.



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

[V&A Immersive Design Course](#)

Deadline 18th January. The V&A is looking for young people aged 18-26 to take part in PORTALS, a free immersive storytelling and 3D Design course from February to April 2026.

[Harbottle & Lewis Indie Games Collective](#)

Deadline 23rd January. A 12 month mentorship programme which will offer legal guidance to early-stage games businesses.

[\[UK\] Code Coven Aurora Accelerator](#)

No deadline. For marginalised gender-led teams.

Speaker Calls

[Narrascope](#)

Deadline 31st January.

[Games for Change](#)

Deadline 2nd February.

[Serious Play Conference Europe](#)

Deadline 15th February.

British Digital Games Research Association 26

Deadline 24th February.

Digital Dragons

Deadline 3rd March.

Serious Play Conference US

Deadline 31st March.

Resources

- [**DBT Business Growth Service**](#)
- [**UKIE Access to Finance Guide**](#)
- [**Early Stage Funding Resources**](#)
- [**Indie Plaza Funding Database**](#)
- [**Art Outsourcing Database**](#)
- [**Nextgen Gaming Club's VC List**](#)
- [**Seyed's Publisher List**](#)

Inspiration

Sophie Smart (No More Robots) has launched a new Substack newsletter, "Before you launch: Practical Guidance for Self-Publishing Videogames". Signup [here](#).

Slow Game Club

The Games Opportunities newsletter supports [Slow Game Club](#), the indie game club that gives every penny to a great charity. Subscribe now for great games!

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](#)
