

👋 Welcome 👋



Today I'm celebrating my 50th birthday (I know, I don't look a day over 60...), and I was fortunate enough to celebrate it with some family, friends and close colleagues for a birthday party over the weekend; check out the amazing Pacman cake my wife arranged for me :)

Rather than receive presents, I'd asked if people were able to donate to a good cause instead, it would help offset my guilt at having a party to celebrate a birthday when others in this world don't have that luxury. So I was truly humbled that this small group of friends raised almost £1,000 for the kids currently suffering in Gaza.

But I'd love to help those folks even more, so if anyone that values receiving this newsletter is able to donate anything - doesn't matter how much - then I'd be hugely grateful. The link to donate if you can is: <https://www.justgiving.com/page/colin-macdonald-50th>

Many thanks.

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Funding

[\[UK\] Innovate UK Smart grants](#)

Deadline 24th April. UK registered organisations can apply for a share of up to £25m for game-changing R&D.

[\[UK\] International Collaboration Grants](#)

Deadline 30th April. £1 million from British Council for cultural collaborations between UK artists, and organisations and their peers around the world. Grants of £25k - 75k.

[Flemish Audiovisual Fund](#)

Deadline 30th April.

[MSDUK Innovation Challenge](#)

Deadline 7th May. Open to ethnic minority-led businesses located in the UK and selected European countries, with £20k cash prize

[A16z Tech x Games Accelerator](#)

Deadline 19th May. \$750k invested in each company accepted!

[\[UK\] BFI National Lottery Innovation Challenge Fund](#)

Deadline 20th May. Challenge 1A: New, transformative and open data for the UK video games sector; up to £250,000. Challenge 1B: Support for under-represented emerging developers, up to £100,000.

[Women TechEU](#)

Deadline 20th May. €12 million in grants, to support 160 women-led deep tech companies in the EU.

[\[UK\] UK Global Screen Fund: International Business Development](#)

Deadline 28th June. Up to £200k.

[Oculus Ignition](#)

Deadline 1st September. 6 months funding for new IP VR games by studios formed since April 2023. Thanks to Reece Millidge for flagging.

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

No deadline. Up to £150k for established UK developers.



GAMES • JOBS LIVE
JOB BOARD

The only job board to feature all the jobs in the UK, Belgian, French and Australian games industry, with more countries being added shortly! Whether you're looking to hire or be hired, check it out [here](#).

Contracts

Awards

[IndieCade](#)

Deadline 15th April (late submissions 1st June).

[GameDevHeroes](#)

Deadline 30th April.



Events



[\[UK\] North West Playtesters](#)

13th April, Salford UK. 10th anniversary event with video game and board game playtesting, networking lunch and talks. Hosted by Luke Perkin, developer of the lovely puzzle game SEN (currently 90% off on [Switch](#) and [Steam!](#))

[\[EU\] Reboot Develop Blue](#)

22-24th April, Dubrovnik.

[\[EU\] Games Capital Summit @ Nordic Game](#)

Deadline 26th April for the summit on 21st May for venture-ready companies to pitch to VCs.

[\[EU\] WASD](#)

25-27th April in London.

[\[UK\] Interactive Futures](#)

20-21st May in Leamington Spa.

[\[UK\] Games Talks Live Scotland](#)

21st-23rd May in Edinburgh, Dundee and Glasgow respectively.

[\[UK\] Games Talks Live Northern England](#)

18th-20th June in Newcastle, Manchester and Liverpool respectively.

[\[EU\] Develop Brighton](#)

9th-11th July.

Showcase

[**Game Anglia Barclays Frenzy**](#)

Deadline 12th April (but still seems open....). Accommodation and travel funding for 10 games from Norfolk and Suffolk to showcase at Barclays Games Frenzy in May.

[**Games Germany Steam Event**](#)

Deadline 18th April. For developers, studios and publishers headquartered in Germany

[**Game Devs of Color Dev Interviews**](#)

Deadline 19th April.

[**Women-Led Games June Showcase**](#)

Deadline 19th April.

[**Gamescom Indie Arena Booth**](#)

Deadline 21st April.

[**SF MOMA Artcade**](#)

Deadline 21st April to get a game in this famous San Francisco museum.

[**Guerilla Collective**](#)

Deadline 26th April. Free to apply, \$500 if you get selected, and front page Steam featuring.

[**Dev.Play**](#)

Deadline 26th April. Eligible countries: Romania, Poland, Serbia, Bulgaria, Ukraine, Hungary, Moldova, Albania, North Macedonia, Georgia, Kosovo, Montenegro, Bosnia and Herzegovina, Latvia, Lithuania, Estonia, Turkey.

[Tokyo Games Show Indie Showcase](#)

Deadline 30th April.

[TactiCon](#)


Deadline 8th May. For strategy games.

[PixElated Festival](#)

Deadline 10th May. For pixel art games.

[SXSW Sydney Showcase](#)

Deadline 25th July. Thanks to Des Gayle for flagging.

 **Capsule** The smart simple online CRM

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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 2,400+
game dev studios and entrepreneurs.
colin@indiechampions.com for details.

[Ready2Scale](#)

Deadline 15th May. Offering EU startups grants up to 60k EUR.

[Techstars London September Programme](#)

Deadline 22nd May.

[\[GB\] Skills Bootcamps](#)

Fully funded staff training available.

Speaker Calls

[Game Devs of Color Expo](#)

Deadline 19th April.

[Games Talks Live Scotland and the North](#)

The next Games Talks Live events are Edinburgh, Dundee, and Glasgow (May 21st-23rd), and in Newcastle, Manchester and Liverpool (June 18th-20th)). Click the link to get an idea of past events. Anyone interested in giving a talk (just 10 mins), drop me a note at colin@gamestalks.live

Resources

[Early Stage Funding Resources](#)

[Indie Plaza Funding Database](#)

[Art Outsourcing Database](#)



Inspiration



[Dan White of Filament Games, discusses "Getting Grants for Indie Games and Discussing Educational Games."](#)

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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