

Welcome

A slightly belated Happy New Year to everyone. Lovely to catchup with so many folk that already subscribe to this down at Pocket Gamer last week, many thanks for all the lovely comments about how useful it is.

I collate all these from a huge spreadsheet I've built over the years; sorted by the time of year any recurring opportunities occur, so it's been interesting to see this month that a lot of the opportunities that usually only open up in Feb or March have opened already. Good to see folk getting more organised!

We're now almost 2,200 subscribers to this newsletter, but if you know anyone else that would benefit from a monthly curated list of upcoming opportunities, please forward them a copy and they can subscribe [here](#).

Best Wishes.

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Funding

[\[UK\] Future Fashion Factory Interactive Sustainable Future Challenge](#)

Deadline 31st January. £5K pitch development fund. £25K prototype fund. Potential follow-on investment. Open to all UK sole traders and studios.

[\[UK\] VocTech Activate](#)

Deadline 31st January. Up to £60k to prototype ideas that could solve a vocational learning problem.

[Open RFPs for Fred Rogers kids games](#)

Up to \$50k budgets. Webinars on 12th and 15th February.

[UK] Creative Catalyst 2024

Deadline 6th March. Up to £50k for UK small businesses in the creative industries. Briefing recording available [here](#). See their grant writing workshops under Events too.

[UK] DB Awards for Creative Entrepreneurs

Deadline 2nd April. £60k prize fund, open to UK residents over 18.

[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.

[🌍] Black Game Developer Fund

Deadline: none given. Funding and support available.

[ENG] Creative Enterprise Business Builder

Deadline: none given. With grants of up to £2,500 to support English companies working with a consultant.

[UK] UK Games Fund Content Fund

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

[UK] UK Games Fund Prototype Fund

No Deadline given; need to submit an EOI to be considered for invitation to apply at a later date. UK companies can apply for grants of up to £30k.



For anyone serious about hiring - monthly jobs reports, job board, recruitment events, game jams, and more. The January jobs report summary available [here](#).

Awards

[A MAZE](#)

Deadline 31st January. 2000 EUR main prize.

[Indigo Design Awards](#)

Deadline 31st January.

[Games for Change Festival](#)

Deadline 5th February.

[Brazilian International Game Festival Awards](#)

Deadline 29th February. BIG Festival 2024 will take place from June 26 to 30, in São Paulo.

[Hugo Awards](#)

Deadline 9th March. Includes Best Game or Interactive Work category.

[Serious Play Conference](#)

Deadline 31st March

Events

[Games Finance Market](#)

Apply by 4th February to attend. Held in London on 11th and 12th April.

Gamesforum Barcelona

7-8th February in Barcelona.

Grant Writing Workshops

6th and 28th February. Free.

[UK] Yorkshire Games Festival

7-10th March in Bradford.

GDC

18-22nd March in San Francisco. Early registration pricing ends 26th Jan.

Game Connection America

18-19th March in San Francisco.

Reboot Develop Blue

22-24th April, Dubrovnik.

WASD

25-27th April in London.

Showcase

Metroidvania Fusion

Deadline 1st February. Dedicated to Metroidvania video games on Steam

The Mix Spring

Deadline 2nd February.

[WASD Curios](#)

Deadline 16th February.

[Cozy & Family Friendly Game Fest](#)

Deadline 23rd February.

[Steam NextFest](#)

Deadline 26th February.

[BIG Festival / Gamescom Latam](#)

Deadline 29th February.

[Digital Dragons Indie Showcase](#)


Deadline 1st March.

[\[London\] London Games Festival 2024 Steam Event](#)

No deadline given, but must be soon. For London-based publisher or Development Studios.

[Polish Constitution Days](#)

No deadline given, but event is in May. Team should be at least 50% Polish.

 **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 2,000+
game dev studios and entrepreneurs.
<a
href="mailto:colin@indiechampions.co
m"><span
style="color:#ffffff;">colin@indiecham
pions.com for details.

Accelerators

[Spinlab](#)

Deadline 9th April.

Speaker Calls

[Narrascope](#)

Deadline 2nd February.

[Games for Change Festival](#)

Deadline 5th February.

[Digital Dragons](#)

Deadline 22nd February. Event in Krakow, Poland on 19-21 May.

[Develop Brighton](#)

Deadline 29th February.

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

I'm planning the next Games Talks Live events in Dundee, Edinburgh and Glasgow (April and October), and in Newcastle, Liverpool and Manchester (June). 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

[Serious Play Conference](#)

No deadline.

Resources

[Early Stage Funding Resources](#)

[Indie Plaza Funding Database](#)

[Art Outsourcing Database](#)

Inspiration

[Joshua Brown \(FuturLab\) shares the lessons from collaborating with the PowerWash Simulator content creator community.](#)

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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