

## Welcome

I'm part of a consortium submitting a proposal to collate data on funding sources, skills, sales data etc to help UK developers. If that sounds useful (!), please help steer the work by completing this short survey to help us prioritise what aspects to focus most on:

[Help me help you via this survey!](#)

\*Many\* thanks to everyone that kindly made a charity donation last month - we raised a brilliant total of [£2,185](#) for Save The Children's work in Gaza :)

And separately I'm bringing the [Games Talks Live](#) events around Scotland in a few weeks time, and around the North of England next month, details below, hope to see lots of folk there.

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## Funding

### [Welsh Creative Skills Fund](#)

Deadline 10th May. Up to £125k. Thanks to Tom Mead for flagging on the UK Games Slack.

### [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.

## [\[Coventry and Warwickshire\] New Innovators in immersive & creative](#)

Deadline 19th June. Grants of £25-50k for projects that grow their innovation activities in the immersive and creative industries

## [\[North East England\] New Innovators in digital technology](#)

Deadline 19th June. Grants of £25-50k for projects grow their innovation activities in the digital technology cluster in North East England.

## [\[England\] DCMS Create Growth Programme Competition 3](#)

Deadline 19th June. Grants of £10-30k for for innovation projects to grow their business in one of 12 regions including Greater Manchester, E&W Yorks, Notts, South East Coast and more.

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

Deadline 28th June. Up to £200k.

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

Deadline 24th July. Grants of £100k-£1m for game-changing and commercially viable R&D innovations that can significantly impact the UK economy.

## [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.

## [\[Dundee\] SME Development Grant](#)

Deadline December. £2-3k to support company development, growth and adaptation

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## 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](#).

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### **Contracts**

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### **Awards**

### [IndieCade](#)

Deadline 1st June

### [AIXR XR Awards](#)

Deadline 18th June.

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### **Events**

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

20-21st May in Leamington Spa.

## **[UK] Games Talks Live Scotland**

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

## **[🇪🇺] Games Growth Summit**

7th June in London.

## **[UK] Games Talks Live Northern England**

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

## **[🇪🇺] Develop Brighton**

9th-11th July.

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## **Showcase**

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

## **[🌍] PixElated Festival**

Deadline 10th May. For pixel art games.

## **[🌍] Time Masters Steam Festival**

Deadline 15th May. For Time Loop and Time related video games on Steam.

## **[🌍] Indie Cup Europe**

Deadline 19th May. For new indie games from anywhere in Europe (incl the UK).

## **[🌍] Game Development World Championship**

Deadline 31st May.

## [Tiny Teams](#)

Deadline 3rd June. Run by Yogscast for games by solo devs and micro-studios.

## [Mobile Games Awards](#)

Deadline 17th June. Not open for submissions at time of writing but must be soon!


## [SXSW Sydney Showcase](#)

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

## [Game Devs of Colour Expo Steam Sale](#)

Deadline 2nd August.

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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](mailto:colin@indiechampions.com) for details.

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## **Accelerators**

## [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.

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## **Speaker Calls**

## [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](mailto:colin@gamestalks.live)

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## **Resources**

### [Early Stage Funding Resources](#)

### [Indie Plaza Funding Database](#)

### [Art Outsourcing Database](#)

### [Nextgen Gaming Club's VC List](#)

Thanks to Andrew Marmo for flagging.

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## **Inspiration**

## [Jason Della Rocca offers a quick look at the traction devs need to unlock funding](#)

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### **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](mailto: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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