

The Association of the Video Game Industry of Serbia (SGA) will organize the “Game Funding Bootcamp” program between January and April this year and present various potential sources of financing to teams and companies from Serbia and the region through lectures and workshops, reports Netokracija.

As it turned out at the end of last year, funding is one of the key topics for the domestic community, in addition to biz dev and game design skills, or production. We have set a certain prioritization, and funding is the first area we will focus on. The mentioned topics will get their relevant program activities during this year,” said for Netokracija the program director of SGA, Relja Bobić.

Game Funding Bootcamp will be realized through several hours of hybrid sessions (live and online) that will be organized every two weeks from February 1, 2022, and each of them will be dedicated to one of the funding models.

The training will include local public funds, specific support instruments implemented by the European Union within its programs (Creative Europe or Horizon Europe), crowdfunding platforms, special opportunities specific to the gaming industry, cooperation with publishers or, for example, participation in EPIC MegaGrants program Interested participants (company representatives, individuals and professionals) will be able to apply for individual thematic modules, or to follow the program as a whole.

The regular price per module is 50 euros, according to Netokracija.

The program will be held in English and is free for full SGA members, while the Reconomy project provides free scholarships for a number of participants from the Western Balkans (Albania, Montenegro, Bosnia and Herzegovina, Northern Macedonia, Kosovo), Nova Ekonomija reports.