

# What now?

Finances, careers, opportunities and possibilities

# Wrapping Up

- Economics of games
- Careers in games
- Grants and Funding

# Financial Stuff

- Value?
- Supply and demand.
- Needs and wants. Games fall in the former unfortunately.
- Unique selling point

# Career

Indie	Working in a studio
<ul style="list-style-type: none"><li>- Flexibility and freedom</li><li>- Creative independence and direction</li></ul>	<ul style="list-style-type: none"><li>- Financial stability</li><li>- Learning opportunities</li><li>- Managerial experience</li><li>- Organisational support</li><li>- Job market climate influences</li></ul>

A 3<sup>rd</sup> option – go for basic IT/computing careers

A 4<sup>th</sup> option – research and academia route (PhD route)

Success factors?

- Skills (both technical and non-technical, and how to prove them)
- Persistence (lots of applications, lots of rejections)
- Personal branding (LinkedIn)
- Networks

# Self-Improvement

- Learning doesn't stop after your bachelors.
- Life as a survival game –
  - take care of basics
  - grow skilltree
  - invest time in playstyle
  - move up, prepare for disruptions
- Workplace stuff:
  - KPIs(processes) and promotions
  - Teams and Work culture – agility, flexibility, adaptation to new tech
  - Evidence of contributions

# Grants for Indie

- [Access to Finance – Ukie](#)
- Tips for funding yourself
  - Sell your idea
  - Put together a feasible budget
  - Complete the project and proportion some for marketing
  - Use free tools wherever possible

# Resources

- [Digital Dragons – YouTube](#)
- [SIGGRAPH 2024 Technical Papers Trailer](#)
- [GDWC 2025 Summer Season - The Game Development World Championship](#)
- [IndieCade – IndieCade is an international juried festival of independent games.](#)