

# GCAP INVEST



GCAP Invest is an integral part of the GCAP 2021 program and is made possible by the generous support of Creative Victoria. The aim of GCAP Invest is to provide GCAP attendees with the latest information about the investment landscape locally and abroad, plus connections to the investment community and various funding options for individual and studio projects.

This year GCAP Invest will look a little different with activations both within the GCAP 2021 schedule and outside of the schedule to create maximum benefit for all participants.

## GCAP Invest Schedule

The last 12 months have seen a variety of big investment moves in Australia with acquisitions, IPO's and numerous publisher deals from some very high profile companies. [The GCAP Invest schedule](#) on Wednesday 6 October will focus on these topics and allow attendees to hear from those who have undertaken these activities.

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## Connect with Publishers at GCAP 2021

There will be numerous ways to [connect with Publishers](#) at GCAP 2021. Our Virtual Platform has a [meeting system](#) that allows you to book meetings with all available attendees.

We will have a [GCAP Invest Virtual Booth](#) running for the duration of GCAP 2021 and expect publishers to drop in so you can head over and ask them questions.

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## Pitch to Publishers

We have numerous publishers willing to accept pitches for studios and individuals ready to pitch their games. Any developer with a GCAP 2021 ticket is invited to provide their game details, and subject to criteria, GYLD will facilitate introductions between selected developers and publishers.

If you would like to be considered for this, please submit your game details via the following form by Wednesday 29 September:

<https://bit.ly/3z5FySZ>

Note: Positions are limited, so get in fast.

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## Learn Some Pitching Tips and Tricks Before GCAP

Hosted by GYLD, Leading up to GCAP Invest, all GCAP ticket holders are invited to attend the free pitching tips talk hosted by GYLD on **Sept 27th (19:00 AEST)**.

Brush up on best practices, learn tips and tricks of virtual pitching, and understand what publishers and investors want to see in a pitch. The session will also include a **live Q&A** with GYLD founders [Lex Suurland](#) and [Fabian Malabello](#), who will share their experiences across 200+ video game deals.

Session details will be shared with GCAP attendees via Zoom.

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## About GYLD:

GYLD is a new-generation agency helping video game developers on their quest to obtain better publishing and investment deals. They are a team of highly experienced agents, financial advisors, business analysts, game developers, producers, UX designers, project managers, and legal advisors.



GYLD

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