Let the Music Play Games - Capacity Building Programme 2026 Open Call

Let the Music Play Games is a project co-funded by the European Commission and led by a consortium of cultural organisations committed to innovation across the music and video game industries: **Music Innovation Hub** (Italy), **Centre National de la Musique** (France), **MICA – Music Information Center Austria** (Austria), **Music Finland** (Finland), and **Spielfabrique** (Germany).

We are now accepting **applications** for the **2026 Capacity Building Programme**, a pioneering initiative designed to bridge the gap between **music** and **video games** by fostering cross-sector collaborations, knowledge exchange, and business innovation. The programme combines **virtual workshops and on-site events** to equip participants with practical tools to overcome common challenges such as licensing, workflows and communication barriers, while laying the groundwork for lasting partnerships and groundbreaking projects.

** This application is open until May 24th 2026, at 11:59 PM (CEST)*

More leading international experts and renowned professionals in the music and gaming sectors will be announced soon!

Programme Structure & Timeline

1) Online Kick-off Session

Date: **9 June 2026, h. 3:00-5:00 PM (CEST)**
Format: **Virtual**
Focus: **Introduction & Industry Landscape**

Experts:
Annick Vins | Marketing & Games, Ubisoft Alumna
Nuno Saraiva | Director at Lusitanian Music Publishing, Label Director at Mais 5, CEO of Mermaids & Albatrosses, Co-Founder of Scarlet Bloom, Exec. Director at AMAEI and President at AEMI,

2) Second Online Workshop

Date: **16 June 2026, h. 4:00-5:15 PM (CEST)**
Format: **Virtual**
Focus: **Music Marketing and Publishing across Video Games**

Experts:
Jesse Wylde | Music Marketing & Partnerships, Riot Games

3) Third Online Workshop

Date: **2 July 2026, h. 3:00-5:00 PM (CEST)**
Format: **Virtual**
Focus: **Creative process: workflows and music implementation**

Experts:
Olivier Derivière | Interactive Music Composer, Amedeo Prod
More experts TBA

4) Fourth Online Workshop

Date: **14 September 2026, h. 3:00-5:00 PM (CEST)**
Format: **Virtual**
Focus: **Legal challenges and cross-industry contracting**

Experts:
Juliette Auverny-Bennetot | General Counsel, Board Member and Advisor, Combined Effect
More experts TBA

5) Onsite Matchmaking Event:
Date**: 21-23 October 2026, whole day**
Location: **Paris**
Focus: *As part of a responsive and evolving capacity-building programme, this session and format is subject to refinement based on participant feedback and emerging priorities*

6) Onsite workshop (@ LINECHECK Music Meeting and festival):
Date: **18-20 November 2026 (exact dates TBC), whole day**
Location: **Milan**

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Focus: *As part of a responsive and evolving capacity-building programme, this session and format is subject to refinement based on participant feedback and emerging priorities*

Please Note: The participation to all Online and On-site sessions is mandatory

**A reimbursement will be provided to cover travel, accommodation, and onsite events' related expenses up to a total amount of €700 per participant

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Who Can Apply?

The programme is open to medium-level professionals from the **music** and **video game** sectors, including:

• Music professionals (publishers, labels, sync agencies, music supervisors, composers/songwriters)
• Gaming professionals (game studios and game developers)
• Demonstrated interest in cross-industry collaboration

Country Eligibility

For Game Studios:
Applications are welcome from all countries participating in the **Creative Europe – MEDIA** programme. **Priority will be given** to participants based in: **France, Finland, Austria, Germany, and Italy**.

For Music Professionals:
The same priority applies to music sector professionals based in these five countries.

→ **To apply,** please submit the following by **24 May 2026, 11:59 PM (CEST)** at the following link: Apply [HERE]

1. **Short bio** or **company profile**
2. **Your CV**
3. **Motivation letter**, outlining your interest in cross-sector collaboration, and, if applicable, describing any **previous music/gaming collaborations** you've been involved in or any **ongoing projects** currently seeking music or gaming professionals

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4. ***For game studios only:** please include a pitch deck of your project

Optional:
Please submit any **sector-specific questions or topics** you would like to see addressed during the workshops

Results will be announced on 1 June 2026

For any information or request, please contact: hello@lmpg.eu

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