Find Your Next Playtest: India

A FIELD GUIDE TO INDIA'S BOARDGAME EVENTS FOR DESIGNERS

GAMX

- Bengaluru
- Usually September / October
- Why you should attend: Get focused peer playtests and feedback on production readiness.
- Best for: Mid-to-late-stage tabletop prototypes

MeepleCon

- Mumbai
- Usually mid-October
- Why you should attend: Test market appeal with players and connect with Indian publishers.
- Best for: Mid-to-late-stage tabletop prototypes

TTOX

- Bengaluru
- Summer & winter editions
- Why you should attend: Run detailed playtests in an intimate community setting.
- Best for: Early-to-mid-stage and tabletop concepts

Game Maker's Mela

- Ahmedabad
- Usually August
- Why you should attend: Access, design mentorship, prototype competitions and industry recognition.
- Best for: Solo and independent tabletop creators

GamingCon Bharat

- Mumbai
- Usually October
- Why you should attend: Reach mainstream players through an indie-focused showcase.
- Best for: Digital, hybrid and mass-market party games

India GDC (IGDC)

- Chennai
- Usually late October / November
- Why you should attend: Meet publishers and investors, join game jams and build industry connections.
- Best for: Digital indie studios and solo developers

Unboxed Game Fest

- Ahmedabad
- Usually January
- Why you should attend: Connect regional tabletop creators with players and commercial networks.
- Best for: Regional tabletop designers and publishers

REPLAY

- Regional centres
- Dates vary by host
- Why you should attend: Try accessible mechanics with casual, pop-culture and retro-gaming audiences.
- Best for: Casual, party and social deduction designers

Comic Con India

- Multiple Indian cities
- Winter circuit • October-February
- Why you should attend: Explore how mainstream audiences respond to your game's visuals and theme.
- Best for: Visually distinctive and IP-driven games

T.A.G.

- Bengaluru • Mumbai • Pune
- Weekly / monthly
- Why you should attend: Test balancing changes regularly with local gaming communities.
- Best for: Local designers refining early prototypes

G4C India Festival

- Bengaluru
- Usually November
- Why you should attend: Connect impact-driven games with educators, civic bodies and institutions.
- Best for: Impact, educational and serious-game creators

Meeple Unplugged

- Hyderabad
- Usually July
- Why you should attend: Playtest with Hyderabad's gaming community and grow your player base.
- Best for: Emerging indie tabletop designers

Find Your Next Playtest: Global

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UNPUB Festival

- Baltimore area, Maryland, USA
- 12-15 March 2026
- Why you should attend: Reserve prototype tables, exchange feedback and learn from other designers.
- Best for: Prototype playtesting & designer development

Protospiel

- Multiple US cities
- Multiple • Chicago: 11-13 Sep 2026
- Why you should attend: Bring unfinished games and take part in concentrated reciprocal playtesting.
- Best for: Early prototypes & rapid iteration

Gen Con - First Exposure Playtest Hall

- Indianapolis, USA
- 30 July-2 August 2026
- Why you should attend: Reach convention attendees through a dedicated prototype playtesting programme.
- Best for: High-volume targeted playtesting

Stonemaier Games Design Day

- St. Louis, Missouri, USA
- 20 September 2026
- Why you should attend: Give and receive focused prototype feedback in a dedicated design setting.
- Best for: Deep feedback & mechanism refinement

Origins Game Fair - Unpub Room

- Columbus, Ohio, USA
- 17-21 June 2026
- Why you should attend: Combine dedicated playtesting sessions with designer and publisher opportunities.
- Best for: Playtesting & publisher pitching

UK Games Expo - Playtest Zone

- Birmingham, UK
- 4-6 June 2027
- Why you should attend: Use prototype tables alongside designer seminars and publisher networking.
- Best for: UK market testing & publisher networking

PAX Unplugged - Unpub

- Philadelphia, USA
- 4-6 December 2026
- Why you should attend: Test developing games with a broad audience of tabletop enthusiasts.
- Best for: Testing with a broad hobby-gamer audience

Protospiel Online

- Online / worldwide
- 21-23 August 2026
- Why you should attend: Gather international feedback without travelling to a convention.
- Best for: Remote testing & international feedback

FIJ Cannes

- Cannes, France
- February 2027
- Why you should attend: Share prototypes with players and industry professionals in a designer-friendly setting.
- Best for: Prototype feedback & European publishers

SPIEL Essen

- Essen, Germany
- 22-25 October 2026
- Why you should attend: Explore releases, meet publishers and understand the global tabletop market.
- Best for: Global industry networking & publisher discovery

Tokyo Game Market

Chiba / Tokyo, Japan

Autumn edition: 17-18 October 2026

Why you should attend: Showcase original analogue games and explore trial-play and self-publishing opportunities.

Best for: Self-publishing & Asian market validation

PAX Aus - Collaboratory

Melbourne, Australia

9-11 October 2026

Why you should attend: Show Australian tabletop games in development to a large consumer audience.

Best for: Consumer testing for Australian designers

DEVCON - Tabletop Game Designers Australia

Melbourne, Australia

8 October 2026

Why you should attend: Meet designers, publishers and manufacturers alongside dedicated prototype sessions.

Best for: Peer testing & tabletop industry connections

IndieCade / IndieCade Europe

Los Angeles, USA / Paris, France

Timings to confirm (Around Dec-Jan)

Why you should attend: Explore experimental game design and connect with independent creators.

Best for: Experimental design & small indie teams

Play Con - Designer Alley

Sydney, Australia

3-5 July 2026

Why you should attend: Demonstrate local prototypes, meet players and join designer-focused activities.

Best for: Australian playtesting & showcasing

TableTopCon

Gold Coast, Queensland, Australia

23-24 May 2026

Why you should attend: Demonstrate developing games and meet publishers, artists and other creators.

Best for: Emerging games & creator networking