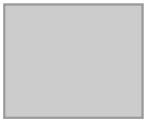


MCM Scholarship Winners Kickstart their Creative Careers at MCM x EGX

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This year, ReedPop launched their first ever MCM Scholarship programme which aims to help aspiring writers, comic book artists, game developers, voice actors and more take their first leap into their future creative careers. This comes alongside other careers content and learning opportunities, such as the EGX Career Fair and creative workshops led by experts in their fields.

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ReedPop chose three young winners to attend the recent MCM x EGX show at the end of October,

including an up-and-coming writer, video game designer and comic book artist. Each winner received entrance to the show, a bespoke itinerary designed to maximise the value and connections they get out of the experience, a hotel stay close to the event, and a cash prize of £500 to jumpstart their creative endeavours.

Profiles on the three winners can be found below and a showreel chronicling their experience at the show can be found [HERE](#)

[Banzai Japan Music Video](#)

[Muyembe Mwanza](#)

Muyembe is a writer passionate about storytelling and amplifying underrepresented voices, and she's currently working on two novels and has written articles for several websites. Her goal is to publish her novels, gain inspiration from the show and be part of the writing community.

Muyembe was able to meet with leading authors [V. E. Schwab](#), [Veronica Roth](#) and [Sabaa Tahir](#) and learn about writing, publishing and their unique journeys to where they each are today.

[Faith Molloy](#)

An aspiring video game artist, Faith is currently studying Video Game Art and Design at De Montfort University. She has experience as a concept artist with Facepie Productions, working on fan and parody games, and has also apprenticed at Rebellion Studios, gaining hands-on experience in animation rigging for video games. Her goal is to work as a professional concept artist.

The founder of Roucan and organiser of W.A.S.D, [David Lilley](#), set Faith up with a series of 1-on-1s with game developers relevant to her interests at the EGX Career Fair, giving her access to guiding hands into the video games industry.

[Leigh Licorish](#)

Leigh aspires to work in comics as a penciller and has experience in all aspects of comic illustration, contributing to fan comics and charity projects. These include TFNation's yearly comic and a fan continuation of Archie's Sonic the Hedgehog comics. Their goal is to work for franchises like Star Trek, Sonic or Power Rangers, but they are also interested in being a concept artist for AAA game titles.

Alex Rae, Comic Publishing Talent Manager at ReedPop discussed comic careers with Leigh, who is now planning to join the other talented comic artists in Artist Alley for the first time in 2025.

ReedPop looks forward to bringing the MCM Scholarship back in 2025, alongside even more careers content for fans aspiring to break into creative fields.

Additional photos from October's MCM x EGX can be found [HERE](#).

Fans, media and creators can also look forward to [MCM Comic Con Birmingham](#), coming to NEC Birmingham from 29 Nov – 1 Dec 2024. Meanwhile, tickets are already on sale for London's next MCM Comic Con, taking place 23 – 25 May 2025 at ExCeL London. Fans can purchase Weekend and daily tickets [HERE](#).

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Banzai Japan Social Media



Fumi Fujisaki

Idol



Riko Ueno

Idol



Rino Ibusuki

Idol



Yunagi Nino

Idol



Shiori Fujisaki

Idol



Kana Ichinose

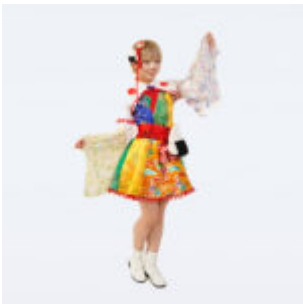
Idol

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Hoshino Arice

Idol



Sasa Sasagawa

Idol



Kosaka Yuu

Idol

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Tsukumo Aira

Idol



Maika Ando

Idol



Yuuki Mochimaru

Idol

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