

SECURITIES AND EXCHANGE COMMISSION
WASHINGTON D.C. 20549

FORM 6-K
REPORT OF FOREIGN PRIVATE ISSUER
PURSUANT TO RULE 13a-16 OR 15D-16 UNDER
THE SECURITIES EXCHANGE ACT OF 1934

For the month of June, 2010
Commission File Number: 000-30540

GIGAMEDIA LIMITED
207 Tiding Blvd – Section 2
Taipei, Taiwan (R.O.C.)

(Indicate by check mark whether the registrant files or will file annual reports under cover of Form 20-F or Form 40-F.)

Form 20-F [x] Form 40-F []

(Indicate by check mark whether the registrant by furnishing the information contained in this Form is also thereby furnishing the information to the Commission pursuant to Rule 12g3-2(b) under the Securities Exchange Act of 1934.)

Yes [] No [x]

(If "Yes" is marked, indicate below the file number assigned to the registrant in connection with Rule 12g3-2(b) :82- .)

GIGAMEDIA LIMITED is submitting under cover of Form 6-K:

1. MTV Networks Asia and GigaMedia to Co-Develop World's First SpongeBob SquarePants MMOG (attached hereto as Exhibit 99.1)
2. GigaMedia's Everest Poker and BetClic Poker Receive French Licenses (attached hereto as Exhibit 99.2)

Signatures

Pursuant to the requirements of the Securities Exchange Act of 1934, the registrant has duly caused this report to be signed on its behalf by the undersigned, thereunto duly authorized.

GigaMedia Limited
(Registrant)

Date: June 11, 2010

By: /s/ Thomas T. Hui
(Signature)
Name: Thomas T. Hui
Title: President and Chief Operating
Officer

MTV Networks Asia and GigaMedia to Co-Develop World's First *SpongeBob SquarePants* Massively Multiplayer Online Game (MMOG)

Deal Marks First MMOG to Feature a Nickelodeon Television Property

***SpongeBob SquarePants* Creative Team
to Collaborate on Development**

Singapore/Hong Kong/Seoul/Tokyo/New York, June 9, 2010 – MTV Networks Asia, a division of Viacom Inc (NYSE: VIA, VIA.B), and leading Asian online games company GigaMedia Limited (NASDAQ: GIGM) today announced plans to co-develop and jointly publish the first Massively Multiplayer Online Game (MMOG) based upon Nickelodeon's global smash hit, *SpongeBob SquarePants*. The game will be the first Nickelodeon television property to be developed as an MMOG, and Viacom's first to be developed outside of the United States. The *SpongeBob SquarePants* MMOG will launch in 2011 in multiple languages for players in China, Korea, Japan, Taiwan, Southeast Asia and India.

The *SpongeBob SquarePants* creative team at the Burbank-based Nickelodeon Animation Studios will work closely with GigaMedia to develop the online environment and *SpongeBob SquarePants* avatars, allowing millions of players throughout Asia to create, customize and personalize the world's first MMOG version of Bikini Bottom.

"Partnering with GigaMedia on the development of a *SpongeBob SquarePants* MMOG allows us to bring the residents of Bikini Bottom into a whole new world -- one that is tremendously popular in Asia and presents unlimited creative and business opportunities for the franchise," said Jihee Nam, Vice President of Digital for MTV Networks Asia. "*SpongeBob SquarePants* is Nickelodeon's best known property within Asia and we're extremely proud to oversee the development of the MMOG with local business partners. We look forward to working hand in hand with GigaMedia on bringing SpongeBob, Patrick, Squidward, Gary and Sandy Cheeks to life in an entirely new and incredibly popular online world."

"We are thrilled to join forces with Nickelodeon and MTV Networks International to bring the joy and delight of *SpongeBob SquarePants* to online game players around the world," stated GigaMedia CEO Arthur Wang. "*SpongeBob SquarePants* is unquestionably one of the world's most popular animated television series, and we look forward to bringing SpongeBob and his friends to life in the virtual world for millions of online game players."

GigaMedia's leadership in Asian online games and Nickelodeon's position as a global leader in family entertainment enables the strategic partnership to tap into enormous creative and business resources around the world. As the first MMOG to be developed for a Nickelodeon television property and the first Viacom property to be developed outside the United States, the *SpongeBob SquarePants* MMOG will be designed to appeal across various demographics within Asia, where online casual games are the most popular pastime for tweens, children and adults.

The free-to-play model will offer an online store where users can purchase a range of bespoke items to populate and customize their experience, and will also feature a wide range of video and simple Flash®-based games allowing users of all skill-levels and ages to interact and share their *SpongeBob SquarePants* experiences online. Further details will be announced closer to the 2011 launch.

About MTV Networks International

MTV Networks International includes the premier multimedia entertainment brands MTV: Music Television, VH1, Nickelodeon, MTVNHD, TMF (The Music Factory), VIVA, Flux, Paramount Comedy, Comedy Central, Game One, Neopets, GameTrailers, Shockwave, Addicting Games, Atom Films and Xfire. MTV Networks' brands are seen globally in 578 million households, in 162 countries and 33 languages via 168 locally programmed and operated TV channels and more than 400 digital media properties. The company's diverse holdings also include interests in television syndication, digital media, publishing, home video, radio, recorded music, licensing & merchandising and two feature film divisions, MTV Films and Nickelodeon Movies. MTV Networks is a unit of Viacom Inc. (NYSE: VIA, VIA.B).

About GigaMedia

GigaMedia Limited (Singapore registration number: 199905474H) is a major provider of online entertainment software and services. GigaMedia develops and licenses software for online gaming. GigaMedia also operates online games businesses including FunTown, a leading Asian casual games operator and one of the world's largest online MahJong game sites in terms of revenues, and T2CN, a leading online sports game operator in China. More information on GigaMedia can be obtained from www.gigamedia.com.

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The statements included above and elsewhere in this press release that are not historical in nature are "forward-looking statements" within the meaning of the "safe harbor" provisions of the Private Securities Litigation Reform Act of 1995. GigaMedia cautions readers that forward-looking statements are based on the company's current expectations and involve a number of risks and uncertainties. Actual results may differ materially from those contained in such forward-looking statements. Information as to certain factors that could cause actual results to vary can be found in GigaMedia's Annual Report on Form 20-F filed with the United States Securities and Exchange Commission in June 2009.

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Exhibit 99.2
FOR IMMEDIATE RELEASE

For further information contact:
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GigaMedia's Everest Poker and BetClic Poker Receive French Licenses

HONG KONG, June 8, 2010 – GigaMedia Limited (NASDAQ: GIGM) today announced that its Everest Poker and BetClic Poker operations, jointly owned with Mangas Gaming, received online poker licenses as part of the first grant of licenses in France.

Everest Poker and BetClic Poker accounted for two of the seven licenses granted in the initial approvals.

Everest Poker and BetClic Poker expect to begin French operations in late June 2010.

Mangas Gaming is jointly owned by the Lov Group of famed media executive Stephane Courbit – and SBM – the Société des Bains de Mer de Monaco, controlled by the Principality of Monaco. SBM is the owner of the world renowned Monte Carlo Casino in Monaco. Mangas Gaming is a leader in European gambling with operations including BetClic, Expekt, and Bet-at-Home, together offering sports betting, poker and casino services to over four million registered users in over 25 countries.

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