

An illustration showing several hands interacting with various digital devices. At the top, a hand in a blue sleeve uses a tablet displaying a bar chart. To its right, a hand in a yellow sleeve uses a tablet. Below these, a hand in a white sleeve uses a laptop. In the center, a hand in a brown sleeve uses a tablet. At the bottom, a hand in an orange sleeve uses a tablet. The background is a light blue gradient with various social media icons like thumbs up, share, and group icons scattered around. The text 'Bratislava Game Jam' is centered in a white horizontal band.

# Bratislava Game Jam

By Mlady pes

A game jam is a **gathering of game developers** for the purpose of planning, designing, and creating one or more games within a short span of time, **usually ranging between 24 and 72 hours.**

Game developers are generally made up of **programmers, game designers, artists, and others in game development-related fields.**

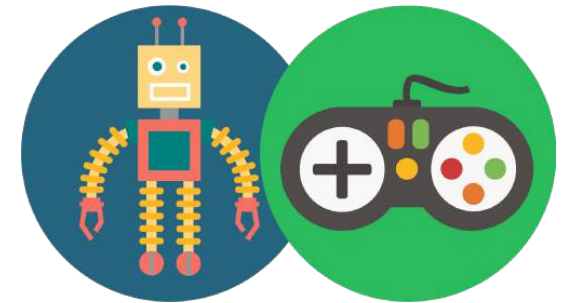


# Game jam in Goethe-Institut Bratislava

**Theme:** Educational game (exact topic would be announced)

**When:** 11. 12. 2015, 09:00 - 13.12.2015, 09:00 (48 hours)

**Where:** Goethe-Institut Bratislava, 1st floor



**Why:** to promote educational potential of video games, to promote Slovak video game scene and to enrich the local community of video game developers

## **Jury:**

confirmed - Matthias Guntrum (DE, developer, <http://gentlymad.org/>)

planned - Kristian Lukić (RS, artist & curator, [http://monoskop.org/Kristian\\_Luki](http://monoskop.org/Kristian_Luki%C4%87)

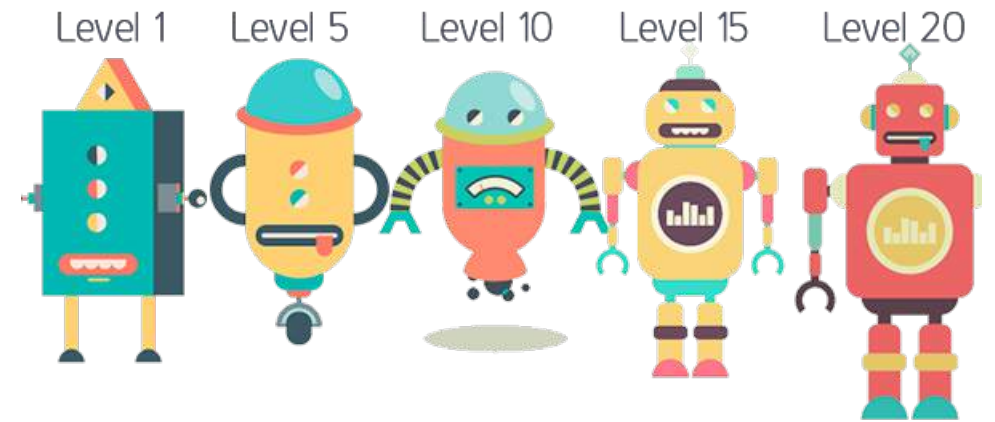
[%C4%87](http://monoskop.org/Kristian_Luki%C4%87)), Scott Clemens (AT, developer, <http://brokenrul.es/>), Ivana Sujová

(SK, screenwriter & reviewer, <http://vlcata.dennikn.sk/author/ivana-sujova/>),

Jana Binder (DE, director of Goethe-Institut Bratislava)

**Fee:** 8 € early birds, 12 € regular

# Technical details



**Capacity:** 30 people - max 4 people per team

**Mentors:** Certain jury members will provide support and advice to participants.

**Food:** Catering will be available for participants.

**Registration:** Online for on event website managed by Mladý pes.

**Prize for winners:** Depends on partners.

**Partners:** We would like to cooperate also with Pixel Federation, Progressbar - hackerspace, Slovak National Gallery, Internet providers, IT companies.



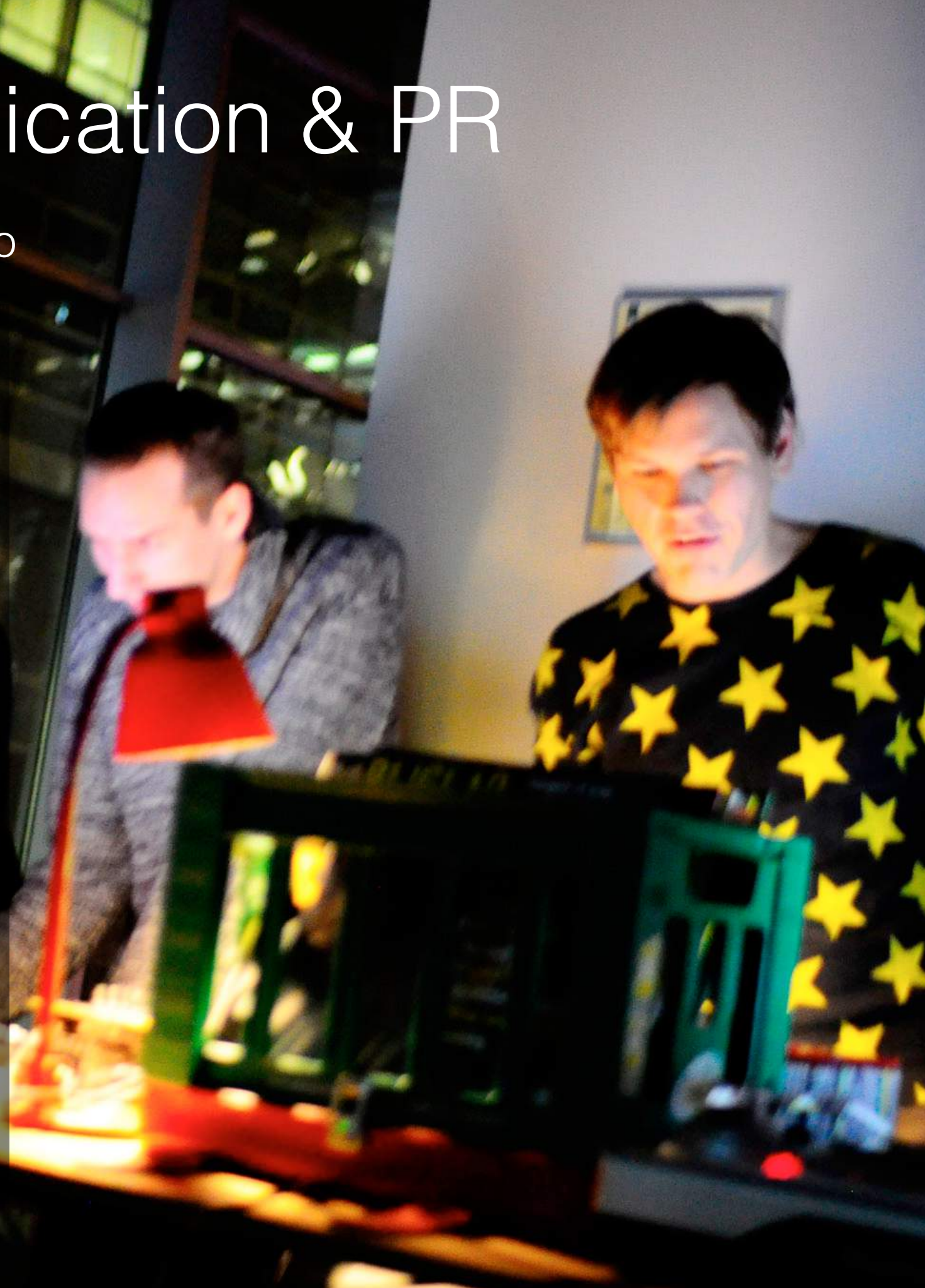
# Communication & PR

Bratislava Game Jam has potential to write history. Game jams are well known in western world, however in Slovakia not that much. We want people to see Bratislava Game Jam as:

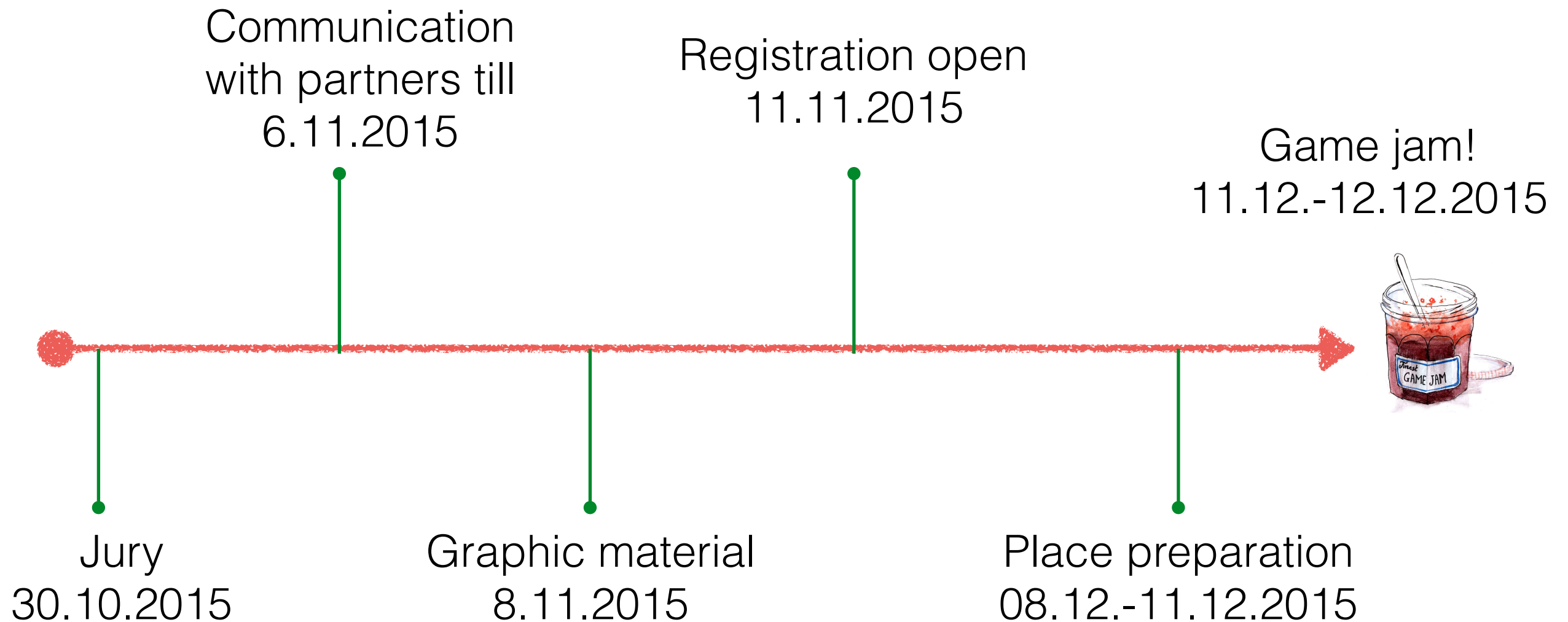
- hot, creative, fresh and progressive.

Planned communication strategy:

- info to IT communities and organisations (Hacerspace Progressbar, IT meetups, Kyberia etc.)
- contactlist from SNG (event Hackathon)
- media: Radio\_FM, Denník N, Citylife
- schools (VŠVU, FEI, FIIT...)



# Timeline





# Contact

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