Game jam in Goethe-Institut Bratislava

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.**
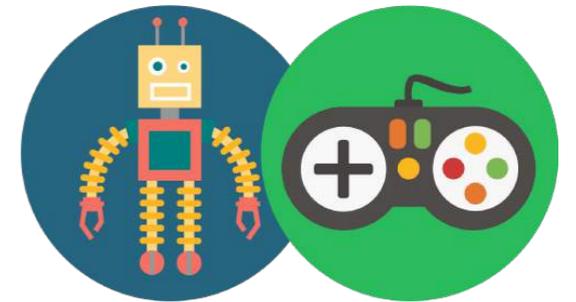
Game jam in Goethe-Institut Bratislava

Theme: Educational game (precise topic would be announced)

When: 9:00 / 11.12. 2015 - 09:00 / 13.12.2015 (48 hours)

Where: Goethe-Institut Bratislava, 1st floor

Why: to promote educational potential of video games and to promote Slovak video game scene

Jury:
confirmed - Matthias Guntrum (DE, developer, http://gentlymad.org/)
planned - Kristian Lukić (RS, artist & curator, http://monoskop.org/Kristian_Luki%C4%87), Scott Clemens (A, developer, http://brokenrul.es/), Ivana Sujová (SK, screenwriter & reviewer, http://vlcata.dennikn.sk/author/ivana-sujova/), Jana Binder (DE, director of Goethe-Institut Bratislava)
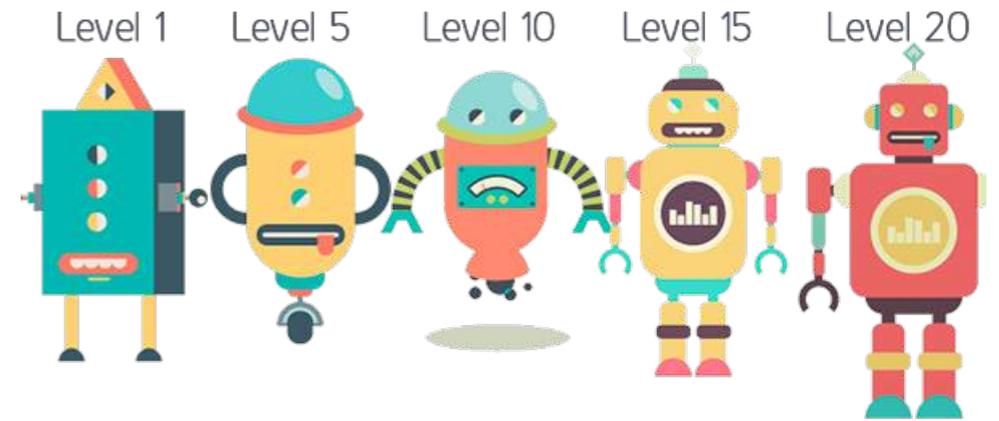
Fee: 8 € early birds, 12 € regular

Technical details

Capacity: 30 people, 6 teams per 5 people.

Mentors: Somebody from jury will be also as mentors, to support teams.

Food: There will be also meal prepared for participants.
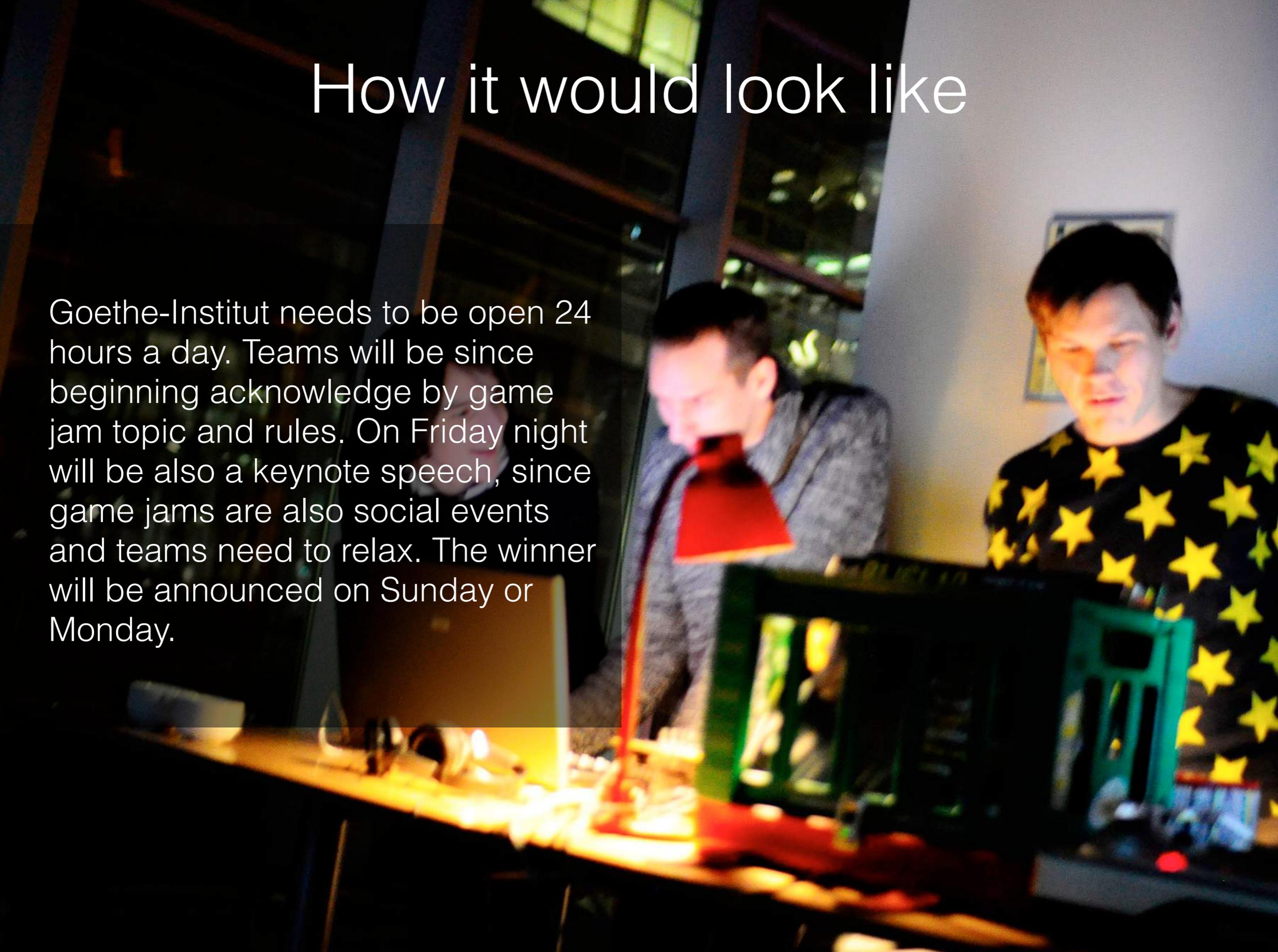
Registration: Mlady pes will manage it.

Who owns the games: The team/makers of the game hold all intellectual property rights though by participating and submitting their games, they also agree to Creative Commons Attribution, Noncommercial, Share Alike, making the source code and assets to many of the games available for other game designers.

Price for winners: Depends on partners who would be involved in project.
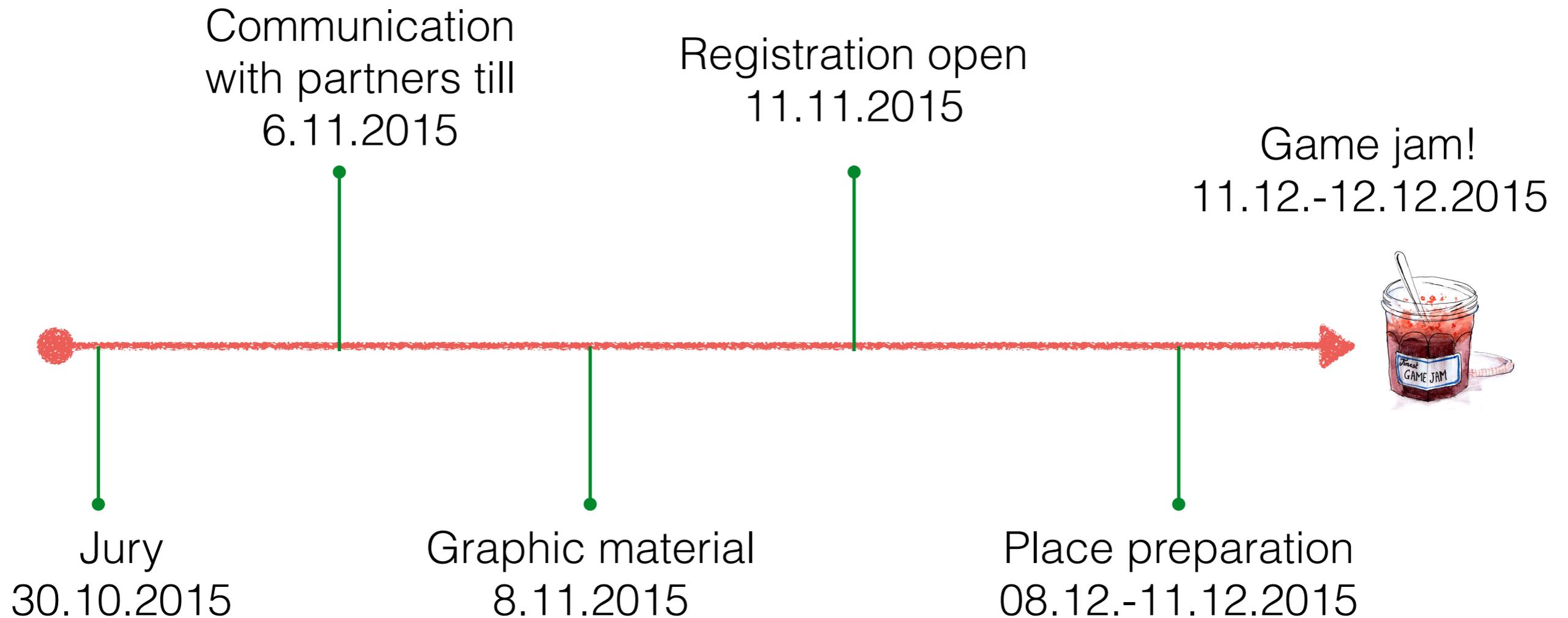
Partners: We would like to cooperate also with Pixel Federation, Progressbar - hackerspace, Slovak National Gallery, Internet providers, IT companies

How it would look like

Goethe-Institut needs to be open 24 hours a day. Teams will be since beginning acknowledge by game jam topic and rules. On Friday night will be also a keynote speech, since game jams are also social events and teams need to relax. The winner will be announced on Sunday or Monday.

Timeline

Communication
with partners till
6.11.2015

Registration open
11.11.2015

Game jam!
11.12.-12.12.2015

Jury
30.10.2015

Graphic material
8.11.2015

Place preparation
08.12.-11.12.2015

Mladý pes®

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