



Global Game Jam at Louisiana State University

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Dates: January 20 - 22, 2017 (estimated start 2:30PM on Friday; **48 HOURS of STRAIGHT JAMMING**)

Where: Digital Media Center, Louisiana State University, Theatre

Registration Open!

About the Global Game Jam

Innovation - Experimentation - Collaboration: The [Global Game Jam \(GGJ\)](#) is the world's largest game jam event (game creation). This is LSU's fourth year as a participant in this exciting development festival. Think of it as a hackathon focused on game development. It is the growth of an idea that in today's heavily connected world, we can come together, be creative, share experiences and express ourselves in a multitude of ways using video games – it is very universal. The weekend stirs a global creative buzz in games, while at the same time exploring the process of development, be it programming, iterative design, narrative exploration or artistic expression. It is all condensed into a 48 hour development cycle. The GGJ encourages people with **all kinds of backgrounds to participate** and contribute to this global spread of game development and creativity.

The game jam starts on Friday afternoon (~3:00PM; registration at 2:30PM) for the video keynote, advice from leading game developers, and then a secret theme is announced. All sites worldwide are then challenged to make games based on that same theme, with games to be completed by Sunday afternoon. In January 2015, there were 600 locations in 93 countries creating over 6,866 games in one weekend! The jam is known for helping foster new friendships, increase confidence and create opportunities within the community. The jam is always an intellectual challenge. People are invited to explore new technology tools, try on new roles in development and test their skills to do something that requires them to design, develop, create, test and make a new game in the time span of 48 hours.

The GGJ is open source, hardware & software agnostic and all projects are protected under a Creative Commons license. We encourage people to try out new ideas and push themselves, within reason. Many games developed in previous Game Jams have become fully realized games. We also strongly encourage participants to remember to eat and sleep, to stay at their best!

Who: Age 18+, amateurs through professionals (minors allowed if accompanied by their legal guardian/or school counselor/chaperone). Do not come to the Jam with a team. Everyone will have some time to think and pitch an idea. Teams will be selected onsite! Collaborate with new friends or peers you admire. Although having computer skills is helpful, code experience is not necessary. Designers, developers, artists and anyone is welcome to try their hand at making a game during the GGJ. View [FAQ's](#) for more information.

Registration: \$FREE. Please register as soon as possible to reserve a spot. Registration includes breakfast and dinners, along with a midnight snack. It is strongly recommended that you bring a laptop to the event with the software that you think you will need. [CLICK HERE TO REGISTER!](#) Note: LSU CCT will have some loaner laptops to checkout if you do not have a machine. Please request one when you submit your registration and payment (distributed on a first come basis).

Volunteer: The Digital Media Arts and Engineering Program at LSU's Center for Computation & Technology relies on LSU students to help run the LSU Global Game Jam. If you are interested in volunteering for a block of hours (or just a few), please contact Lea Anne Allen at leanne (at) cct.lsu.edu or 225-578-5433. Volunteers receive complimentary registration to the GGJ with 5 hours of service.

Global Liability: The Global Game Jam is supposed to be fun and collaborative, with a goal to keep things very simple. As a rule, we expect that no team/makers of a game will illegally exploit others' IP, and that in turn, everything created becomes part of the public domain. All participants agree that their participation in the Global Game Jam will hold no one liable for any loss or damage. The Global Game Jam reserves the right to refuse to allow anyone to participate at any time for any reason or no reason at all. This includes after the game jam has already started.

Contact: Marc Aubanel [maubanel (at) cct.lsu.edu] or Karen Jones [kjones (at) cct.lsu.edu] for more information or sponsorship opportunities.

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LSU Site Specific Information:

Schedule: [Click HERE for Welcome Letter and Instructions!](#)

Friday: 3:00 PM Registration Opens; 3:30 PM Scheduled Talks; 5:00 PM Kickoff Keynote Talk and secret theme revealed

Saturday: JAM JAM JAM

Sunday: 2:00 PM Deadline for handing in games for judging; 3:30 PM Game Presentations--public can mingle with groups and view games; 4:30 PM Award Ceremony; 5:00 PM Adjourn

Location: Digital Media Center at LSU, [click here](#) for google map. The building is a secure, locked building and you will need your name tag to enter and exit the building at all times.

Note: your signature will be required on the following forms when you arrive in order to participate: 1) [LSU Network Usage Deed](#), 2) [Liability & Media Release Form](#)

Bring snacks, water, sleeping bags---be prepared to work on your project late into the night!!!!

Lodging: If you need lodging, email Karen Jones [kjones (at) cct.lsu.edu] for local housing options.

Contact: Marc Aubanel [maubanel (at) cct.lsu.edu] or Karen Jones [kjones (at) cct.lsu.edu] for more information or sponsorship opportunities.

Resources/Software for Jammers: <http://globalgamejam.org/jammer--resources>

SPONSORS:





Center for Computation & Technology

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