

GLOBAL GAME JAM 2011 AT UNC CHARLOTTE

OVERVIEW:

Global Game Jam is a world-wide game development event where participants create games in 48 hours. Each game should embody a given theme that is provided at the start of the event. This is the third year that Global Game Jam will be held and our third year operating a site at UNCC.

TIME LINE:

Date:	Time (00:00):	Activity:	Location:
Through Friday, 1/28	Any	Online Registration	http://bit.ly/fLiWdG
Friday, 1/28	17:00 – 18:00	Check-in and late registration	Woodward 125
	18:00 – 19:00	Overview of site rules and requirements & presentation of key note.	Woodward 125
	19:00	Theme announcement	Woodward 125
	19:15 – 20:00	Group Brainstorming	Woodward 120 & 125
	20:00 – 21:00	Final Team Formations	Woodward 125
Saturday 1/29	09:00 – 11:00	Check-in #1	Woodward 125
	11:00	Deadline for creating Game Profile with GGJ site	globalgamejam.org
	14:00	Deadline for team registration with GGJ site	globalgamejam.org
	20:00 – 22:00	Check-in #2	Woodward 125
Sunday 1/30	09:00 – 11:00	Check-in #3	Woodward 125
	15:00 – 17:00	Uploading of final product should begin	Classroom computers in Woodward 120 & 125 can be used for testing/uploading
	17:00	Development Time Ends, uploading of final product should be complete	
	19:00 – 21:00	Wrap-Up	Woodward 125

SITE RULES AND EXPECTATIONS:

- 2 members from each team are required to be present at:
 - The kick off events on Friday evening
 - 2 of the 3 check-ins throughout the weekend
 - The final wrap-up
- Failure to be present at the above events will disqualify you from recognition of your game at our Game Design and Development awards ceremony in April. Also, you will be shunned.
- Game progress should be presented at each check-in, ideally as a playable prototype.
- Participants will use their own equipment for development. UNCC students can make use of the campus labs to which they have access.
- For general information regarding GGJ, visit: globalgamejam.org