

IGDA Malaysia Game Jam

About

Global Game Jam is an annual event held under the effort of International Game Developers Association (IGDA) which gathers game developers all around the world to create games based on central theme within 48 hours in the spirit of collaboration, sharing and having fun.

History & Background

The Global Game Jam (GGJ) was founded in 2008 as an IGDA event to broaden the outreach of the organization while giving the world an opportunity to create games in the world's largest Game Jam to date. The 1st Annual Global Game Jam was held January 30-February 1, 2009 to, much critical acclaim and success. With over 1600 participants in 23 countries, the GGJ produced 370 games. In 2010, the number of participants increased to over 4300 with about 900 finished games. In 2011, the number of participants increased to over 6500 with about 1500 finished games.

GGJ is a volunteer run organization, built upon the very hard work of the leadership, site organizers and of course the participants.

Objective

- To bring the game development community together across all physical boundaries into a yearly creative weekend where people make great games.

Details

Duration : 3 days (Friday – Sunday)

Date : 27th January 2012 – 29th January 2012

Capacity : 10 participants + 40 BYOL participants

Venue

KDU University College
SS22/41, Damansara Jaya
47400 Petaling Jaya
Selangor

Google Maps Link - <http://tinyurl.com/6pmq9dj>

Program Schedules

Day 1 - 27th January 2012

- 18.00-18.30: Check In/Registration
- 18.30-18.50: Official Keynote
- 18.50-19.00: Theme and Constraints Announcements
- 19.00-20.30: Dinner
- 20.30-21.30: Individual Pitching Session
- 21.00-21.30: Team Forming

Day 2 - 28th January 2012

- 08.00-09.00: Breakfast
- 12.00-13.00: Lunch
- 16.30-17.30: Coffee Break
- 19.00-20.00: Dinner

Day 3 - 29th January 2012

- 08.00-09.00: Breakfast
- 12.00-13.00: Lunch
- 15.00-16.30: Submission Deadline
- 16.30-17.30: Presentations
- 17.30-18.00: Group Photo Session

Public Visits

- 18.00-19.00 January 27th 2012
- 16.30-18.00 January 29th 2012

Pro Tips

- Bring the necessary stuffs (clothes, sleeping bag, tooth brush and etc).
- Meals are on your own. These would be the best time to network with other people or a discussion session with your team members.
- Do not form team earlier on. Everyone will get a chance to pitch an idea based on the global theme and constraints. Team will be formed through voluntary basis.
- Please bring Wacom or other peripherals to install and use it at your workstation.

Contact Person

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Appendix

Previous Global Game Jam's Photos

<http://www.flickr.com/photos/47017277@N05/>

<http://picasaweb.google.com/igda.malaysia/IGDAMalaysiaGameJam201002>

<http://www.facebook.com/media/set/?set=a.297880676916306.61558.184999944871047&type=1>

FAQs

1. Can we go back home and sleep?

Yes, of course, there are no restrictions, although we would encourage everyone to stay nearby the venue. You can also bring you sleeping bag or other necessary equipment. There will be a lounge for resting/nap/sleeping.

2. Will there be any free food?

There are no free food provided. There are few restaurants within few minutes walking distance. I would strongly suggest a group meal, so that discussion could go on during the break. There will be water dispenser at the lounge (hot and cold) and limited amount of instant coffee mix to keep you alive.

3. Can we installed custom software(s) on the workstation?

Yes, as long as you have the license for it. Please contact the organizer before installation.

4. Is there a secured room/place to put some valuable stuff?

Yes, but the organizer would not be reliable for any damages claimed.

5. I cannot commit my whole weekend for this event, but I'm really interested to see what's going on there, what should I do?

Please feel free to drop by at the venue at the allocated time.

6. What does BYOL means?

It means bring you own laptop.