

## Proposal for "Nordic Game Jam"

(Revised by JJ 12-10-2005.)

Nordic Game Jam is a weekend workshop in January 27-29<sup>th</sup> 2006 at the IT University in Copenhagen, Denmark. The workshop is about "making a game in a weekend", dealing with game design and technical issues, and meeting other people working with game design and development.

The workshop is technologically agnostic, but all games created must follow the shared theme of **Cooperative Multiplayer Games**.

Participants can sign up in groups or as individuals. Individuals will be asked to form groups during the workshop.

The workshop also provides a special opportunity for working in OTEE's Unity engine.

### Program

The weekend begins Friday with a welcome and an introduction.

During the weekend, participants work in teams on creating a game prototype based on the shared theme of the workshop.

On Sunday afternoon, teams show their projects. Favorite projects are selected by other participants and by a jury.

Hopefully we can get a few companies to sponsor some prizes.

### Goal

The purpose of this event is (at least) two-fold:

First of all, the goal is to provide the possibility for skilled practitioners to get together in a sandbox context and hopefully explore new interesting ideas that could inspire and improve their everyday work.

Second, to help bridge the gap between different agents in the game-sector in the Øresund Region which don't often meet, e.g. the established game industry, student environments, media institutions, technology providers etc.

## Attendees

We aim for 50 participants from the following target groups:

- Experienced developers who want to work in a smaller format and try out new gameplay ideas (approx. 20).
- Self-taught game developers who want to test their skills and expand their professional network in the industry (approx. 15).
- Students who attend the game education colleges (IT University / DADIU), as well as other students working with computer games (approx. 15).

Since the weekend has a high practical profile and the teams will be relatively small, it is very important that each attendee brings practical skills to the table; this can be programming, modeling, graphics, sound design, etc.

## Facilities

The workshop takes place at the IT University of Copenhagen, which will provide a modern Windows machine for 35 participants, each equipped with 3DS Max, Photoshop, Microsoft Visual Studio. It is **not** possible to sleep at the ITU. We recommend staying at Danhostel \* details \*

## Registration and pricing

Advance registration is mandatory for participation, before date \*  
The price for participation is DKR 250.

Participants can register in groups, so you can test your skills with friends and co-workers.

IT University will provide workshop- and computer facilities, Diginet Øresund will provide coordination, marketing and documentation of the event in Denmark and Sweden and IGDA will be head of the workshop-content. The game company Over The Edge (OTEE) will provide introduction and free licenses to their new editor/engine Unity during the workshop. Alternatively we suggest the use of Torque. This is still to be decided.

## Workshop program

Friday

- 15:30-20. Equipment setup.

- 16: Introduction to UNITY by OTEE for those who are interested.
- 20: Welcome, introduction to the task, and participant introduction

#### Saturday

- 9-10: Breakfast
- 10: Status: The ideas of each group and how the groups will try to solve them
- 13-14+: Lunch: Sandwiches + soda. (The arrangers will take care of practicalities.)
- 19-20: Dinner (The arrangers will take care of practicalities.)

#### Sunday

- 9-10: Breakfast
- 10: Status: Issues / successes in the groups, and what it takes to finish on time
- (15-16) Welcome to the evaluation panel.
- 16-19: Presentations.
  - Groups present their games
  - Evaluation panel gives feedback
  - Other participants give feedback
  - Vote: Panel and participants decide on their favorite. Prizes.

### **Document by**

Gorm Lai, Chair member, IGDA - Denmark Chapter  
Henriette Moos, Knowledge Director, Diginet Øresund  
Jesper Juul, Assistant professor, IT University