

Global Game Jam 2016

West Virginia University/ Morgantown WV Host Site



January 29-31, 2016

Faculty Organizer: Dr. VanScoy (frvanscoy@mail.wvu.edu)

Site Organizer: Jordan Hallow (jmhallow@mix.wvu.edu)

Use our Social Media Hashtags! #ggj16 and #wvuggj

Hosted by:



Last Revised: Monday, January 25, 2016

Schedule Overview:

Day 1 – Arrival – Friday, January 29

2:00pm-6:00pm: Check In Opens

3:00pm-3:30pm: Talk 1 – Dr. Jaime Banks

3:30pm-4:00pm: Talk 2 – Prof. Jeffrey Moser

4:00pm-4:30pm: Talk 3 – Dr. Nick Bowman

4:30pm-5:00pm: Talk 4 – Dr. Frances VanScoy

5:00pm-5:15pm: Dr. Brian Woerner - Welcome

5:15pm-6:00pm: Main Video Keynote and Theme Reveal

- Jordan Hallow, WVU GDC President presents theme

6:00pm-6:30pm: Social “Get to Know Each Other” Exercises

6:30pm-10:00pm: Pitches, Group Forming

Day 2 – Work – Saturday, January 30

All day is spent working on games

1:00pm – Game Projects must be made and teams created on globalgamejam.org

Day 3 – Work/Closing – Sunday, January 31

3:00pm – Deadline for handing in games

4:00pm-5:00pm – Each team has 20 minutes to do a short presentation

5:00pm-6:00pm-Closing Ceremony

FAQs:

- Where can I park my car?
 - On Friday, we will have several short term parking passes to give out. After 5pm on Friday however, parking is free in all WVU parking lots for the remainder of the weekend.
- If I don't have a car, what modes of transportation are available?
 - WVU PRT: M-F: 7am-8pm, Sat-Sun: Closed
 - WVU PRT Bus: M-F: 6:30-7am, 8pm-10:15pm, Sat: 9:30am-5:30pm, Sun: Closed
 - Mountain Line Bus: Blue&Gold: M-F: 6:40am-8:40pm, Sat: 3:20pm-7:20pm, Sun: 12:00 Noon – 8:40pm
 - Mountain Line Bus: Campus PM: Runs from Towers to Downtown Th-Sat: 7:50pm-2:35am
 - More Bus Routes on: www.busroute.org
- Is there a place I can lock my valuables?
 - Sorry, we are not responsible for anyone's valuables. Please leave them locked in your car if you must bring them or keep them on you at all times.
- What does the admission fee cover?
 - Event T-shirt and several meals
- What meals are provided?
 - Meals will be announced at beginning of Jam, expect us to cover about one meal a day
- Where can I eat nearby? Where can I order food from?
 - See info desk for menus/flyers. Evansdale Crossing is also a short walk away (Hours: 1st Floor Marketplace: Open 11am-9pm, 5th Floor Rooftop Lounge: Open 7am-9pm).
- What software is on the university computers?
 - We had Unity, Unreal, GIMP, and Blender installed specifically for this event.
- Where can I find more resources for my game?
 - <http://globalgamejam.org/jammer-resources>
 - Some GGJ Partners also offer free licenses to use for the event (such as Unity, PlayStation SDK, etc). They can be found listed both at the site above and globalgamejam.org/sponsors.

- What equipment is provided?
 - We have a lab of 36 computers
- Is there wifi access?
 - Yes with temp login, WVU Students may use their Mix Logins.
- How are games submitted?
 - They are all submitted on the GGJ website. All groups should be aware of the following deadlines:
 - Saturday – 2pm – Game Project Must be Created on Site –
 - One member of each team must login to the Global Game Jam website, go to your site's page, and then click on **New Game Project** in the righthand menu.
 - Fill out a few fields in the Game Project page, such as the title of the game, and maybe a 1-sentence description (these can always be changed later).
 - Save.
 - After the Game Project is created, add all of the team members who have worked, or are working on the game. "Add contributors" in your game under the credits section.
 - Sunday – 3pm – Game Files Must Be submitted to Website
 - The final upload of game content must have started by 3 PM local on Sunday afternoon. This is done at the Game Project page that you already created in the above step. Edit the project, enter the necessary information, including a screenshot of the game, picture of your team, description of the game, etc., and Upload.
 - If possible, it is recommended that you also include a link to a gameplay video on your game page.
 - **READ THE POWERPOINT ON GAMEDEVCLUB.STUDENTORGS.WVU.EDU/GAME-JAMS FOR COMPLETE INSTRUCTIONS**

What are the diversifiers?

For those jammers looking to level up or jam on hardcore we have our GGJ16 Diversifiers!

Whether you're looking to add to your personal challenges for Global Game Jam®, or find something to help your game stand out from the crowd, diversifiers are here to help. The diversifiers are a free-for-all voluntary list of secondary constraints, that the individual teams can choose to go for, or not, as they please.

- **Comic book colours**
Your game uses only 4 colours, with an emphasis on contrast - Accessibility, Art, Design, Pervasive
- **LEGO Got It Right**
There are no spoken or written words in this game. This is even true in the instructions - Pervasive, Accessibility
- **The Bard's Tale**
2016 is 400 years since the death of Shakespeare. Build a game around one of his works - Content
- **A local game for local people**
Make a game that features your country, city, or people that jam around you - Content, Theme
- **Where in the world is...**
Gameplay or art changes depending on the player's geographical location (GPS, IP location, etc). The game experience is therefore significantly different for players all around the globe - Art, Content, Design, Pervasive
- **Crowd sourced**
Anyone who is watching it can play along! - Design
- **No retreat, no surrender**
The protagonist is unable to go anywhere but forward, in every situation - Art, Content, Design, Theme
- **Capture and Play - Bluetooth**
Make a game with Bluetooth capabilities in which any bluetooth device near the PC that have the game would interact with something inside the game. (More items, more enemies, another challenger player, or instant co-op, etc) - Code
- **Take Control**
Instead of the usual keyboard and console controllers, your game must use a custom controller - Design, Accessibility
- **Marco Polo**
Create a game that contains no graphical output -- all information is conveyed to the player through audio - Accessibility, Audio

- **Gandhi's Game**
This game must have zero violence in its game play. Conflicts must have resolutions based on logic - Design, Theme
- **One hand tied behind my back**
Create a game that can be played with only one hand. On mobile just one hand holding and playing at the same time i.e. just play with your thumb. Desktop, mouse only or keyboard only - Accessibility, Design, Serious
- **Multijammer**
Work cooperatively with other GGJ sites within your own timezone - Meta
- **Story Mode**
No cutscenes, textboxes or interruption of gameplay. Use player actions for all your storytelling - Content, Design, Accessibility
- **Infinite**
Your world is procedurally generated - Code, Content
- **Loudmouth**
All audio assets are created by sounds from your mouth - Audio
- **What was that?**
Any sound featured must not be sourced from the object in the game making that sound - Audio
- **Work and Play**
The game requires the player to code/learn to code to progress - Code, Serious
- **Won't somebody think of the children?**
Your team must use the works from a child or children - Meta
- **Companion screen**
The game uses a mobile device as an additional screen to show a different mode or portion of the game - Code, Design
- **Common Ground**
Make a co-op game playable by players who have very different levels of ability to each other - Accessibility

- **Twitch Plays (sponsored by Twitch)**
Create a live streamed game intended to be played concurrently by the masses on Twitch.
- **Do You Even Care? (sponsored by iThrive Games)**
Drawing from guidance materials from iThrive's subject matter experts, make a game that teaches empathy to teens.
Guidance materials from iThrive's subject matter experts is available from: <http://ithrivegames.com/iThrive%20G4H%20Materials.pdf>