

2010 GLOBAL GAME JAM™ JUST 10 DAYS AWAY

Global Game Development Event has More than 125 Locations

SAN FRANCISCO, CA – January 18, 2009 – The Global Game Jam™ (GGJ) an IGDA event, today announced that the countdown to the 2010 Global Game Jam has officially begun with the event a mere 240 hours away from starting. The premier event promoting international game development and teamwork has also grown even larger to 129 venues as it becomes more global each day.

“As we count down to the start of the Global Game Jam 2010, anyone interested should be getting ready by checking their local venue, signing up, and visiting our site to answer any last minute questions that they might have,” said Susan Gold, founder of the Global Game Jam. “The event is open to anyone interested in being part of a team and creating a game.”

The 2010 GGJ will take place January 29-31, 2010 in more than 37 countries around the world including: Argentina, Australia, Belgium, Brazil, Canada, Denmark, UK, Finland, France, Germany, Ireland, Israel, Italy, Japan, Lithuania, Mexico, The Netherlands, New Zealand, Norway, Philippines, Poland, Portugal, Qatar, Scotland, South Africa, India, South Korea, Spain, Sweden, Turkey, USA, Venezuela and Colombia.

Game Jams foster innovation and experimentation. If you have ever wanted to make a game, be a part of a team, or go outside of your usual working method, then a game jam is for you. It's all about making games and in the GGJ you're part of a global experiment in creativity. A game jam is not for the faint of heart though. It's two days of hard work, experimentation, little sleep, collaboration, cramped quarters, new friends, great ideas, laughs, technical issues and the time of your life.

Everyone is given similar constraints and rules to make their games, it is amazing how different and culturally diverse the games will be. The Nordic Game Jam has honored GGJ with being the flagship Game Jam. The goal is to provide a vehicle for professional developers, students and hobbyists to come together and have an incredible experience in collaboration and inventiveness. The GGJ works perfectly into the mission of the International Game Developers Association, “Connecting members with their peers & promoting professional development.” A Game Jam is not a competition, it is unique "idea space" where sometimes things work and sometimes they don't.

For details on how to become a host location in your city or town, check out the Global Game Jam website: <http://www.globalgamejam.org>

About Global Game Jam™

Global Game Jam™ (GGJ) was established in 2009 as an IGDA event with great success and media attention. Lives were changed, jobs found, ideas sold, collaborations and opportunities abound. GGJ brings together talented individuals and teams from around the globe and rallies them around a central theme, for which they have 48 hours to create their game. For more information on the Global Game Jam, including a database of downloadable games, photos and video from the 2009 event and more, visit: <http://globalgamejam.org>

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