

Global Game Jam 2012 Open for Registration

48 hour event to take place worldwide, January 27-29

Mt. Royal, New Jersey – Nov. 18, 2011 – The Global Game Jam™ (GGJ), an IGDA event, today announced that registration for the 2012 Global Game Jam is underway, allowing interested people to secure their spot at one of the many locations worldwide. This will mark the fourth year of the event, which brings together students, hobbyists and professionals to team up and create complete, playable games over the course of a single weekend.

“This global event continues to foster creativity in a friendly atmosphere of cooperation and education. Game projects are not even limited to the digital variety,” said Foaad Khosmood, GGJ director.

GGJ co-founder and 2012 director, Ian Schreiber, emphasized the scale of participation. “For GGJ 2011, we had over 1,500 games created by over 6,500 people in 44 countries. We've grown every year, and expect 2012 to continue this trend.”

Game Jams are excellent challenges for game makers to balance creativity with time management, teamwork and game production skills. Participation requires focus and stamina involving 48 hours of innovation, experimentation and collaboration. The rewards can be even greater, however. One can expect to build life-long friendships and future career opportunities as well as valuable skill-building experience. GGJ is the largest event of its kind.

In accordance to GGJ tradition, every jammer is given similar constraints to work with. All games must adhere to a global theme and other constraints to be announced at the start of the jam. Furthermore, a number of optional challenges are available for those who wish to distinguish their projects even further. As with last year, participants can make any kind of game, including video games, board games, or physical games. At the conclusion of the jam, all projects are to be uploaded to the globalgamejam.org website where they will be freely accessible to the general public.

The GGJ will take place January 27 to January 29, 2012, worldwide.

For details on how to become a host location in your city or town, or how to register yourself as a jammer, please see the Global Game Jam website:

<http://www.globalgamejam.org>

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