

Game Design Activity #6

Game Jam

Game jams are commonplace within the games industry, with annual examples such as the Global Game Jam and Ludum Dare encouraging developers to form communities, develop games, and learn technical and soft skills in a short period of time.

Youth work outcomes

Outcome 7 Young people develop their perspectives through new experiences and learning. (Outcomes 3,4 and 6 of the [National Outcomes and Skills Framework](#) are also relevant to this activity.)

Youth work skills

teamwork, problem solving

Set-up

Download and become familiar with the software in advance of the session.

If you are leading a group, try out the exercises yourself first and/or identify if there is expertise within the group for peer-to-peer support.

Length of session

60 minutes, flexible

About game jams

While creating a game is a goal for a game jam, the main purpose of these events is in learning, socialising, and feeling part of a community in which to encourage creativity and innovation within game development.

Set up a game jam

Some things to consider when scheduling a game jam include:

- **Dates and Times:** being clear on when the game jam is running and when access to on-site facilities are permitted;
- **Technology:** ensure that there is equipment that can be used for those who do not have their own devices;
- **Breaks:** ensure people take regular breaks from development and are well-rested (build this into a schedule if necessary);
- **Submissions:** signposting where people can submit their finished games;
- **Showcasing:** celebrate the accomplishments of “jammers” by running a play session (e.g. games night) with the games that were created.