



## Jammers Unite!

Global Game Jam 2014, 48 hours of competitive game making is just weeks away! New England Tech is an official site for this event scheduled for January 24-26, 2014. Global Game Jam (GGJ) is open to all individuals 18 or older.

To be part of this special event, register, at: [www.GlobalGameJam.org](http://www.GlobalGameJam.org), create a login and then find us in "Locations." Then click on the "Join this Site" button.

Also, please register at NEIT's site at <http://globalgamejam>. This is an open event, bring your friends, but please make sure they register.

The event will start at 3:00 PM in the MPT. Jammers will team-up and be given the global theme for their game. Then it's off to the labs to create, jam, test and play!

For more information, please visit: <http://globalgamejam.neit.edu>



New England Tech is again an official Global Game Jam site, open to all!

## Welcome back!

It's the Winter Quarter of 2014! This is going to be a busy Quarter... lots of things happening!

Make sure you get the most out of your NEIT experience. Participate in events, join the number of game groups (hey, just go to the Dining Hall, you can't miss 'em!) and... stay tuned for the changes coming for the Game Developers Network Student Club. It's your time!

## BOSTON AAUGA GET READY FOR WORLD ZOMBINATION IN 2014!

**JANUARY 23, 2014**  
**6:30 PM**  
**23 DRYDOCK AVE.**  
**BOSTON, MA**

**SPECIAL GUEST:**  
**DAMON IANNUZZELLI**  
ART DIRECTOR / CO-FOUNDER OF  
**PROLETARIAT**

**TOPIC:**  
**FULL CHARACTER PIPELINE**



**MORE INFO AT:**  
[WWW.AAUGABOSTON.COM](http://WWW.AAUGABOSTON.COM)  
&  
[WWW.PROLETARIAT.COM](http://WWW.PROLETARIAT.COM)

The Autodesk Animation Users Group Association of Boston is starting up the new year with a great speaker event. Go meet new friends and network toward that job you've been working toward!

## IGDA-RI!

is an established and growing group of software and visual craftsmen and craftswomen looking to make games in the fiercely independent state of Rhode Island. We have three tiers of involvement: Social, Entrepreneurial and Leadership. We welcome committed game "players" who would like to become game "makers". We also invite professionals interested in expanding their network for work and fun. Acting Director of this group is NEIT's own **DJ Johnson**, Assistant Professor! Come join us!

<http://www.meetup.com/IGDA-RI-Indie-Game-Developer-Association-of-RI/>

### January Meeting – Ben Taylor – Development Darwinism: Win Big at Game Jams

Date: Wed, Jan 15th at 7:00pm

Place: The Middle East in Central Sq

(472-480 Massachusetts Ave, Cambridge).

Our presentation this month will be by **Ben Taylor** of **Weaver Labs**, who will talk about how to succeed at game jams to help everyone preparing for the

upcoming Global Game Jam!  
[www.bostonpostmortem.org](http://www.bostonpostmortem.org)

