24-Hour Summer Game Jam Success

On August 22nd, 36 Video Dame Development and Design students embarked on a 24–hour journey in the East Greenwich campus building. Their goal was to conceive, create and complete working video games from scratch. The theme for this year’s Summer Jam was “Warehouse Safety.” The nine teams of students had to create a semi-serious game, a game that teaches something to the player.

This Game Jam was notable for the high quality of the completed games. “There was a team of Quarter 12 students that did an amazing job. They successfully used and integrated advanced design and development techniques into their game with remarkable results for the time allowed,” said Bill Culbertson, Assistant Professor. “In the past the programmers have led the game development in these events. Now, with the Video Game Design students progressing through to Quarter 12, the games have changed. Now the teams are able to excel in programming and in the design side with great UI design, asset creation, character models, rigging, texturing and animations. They are fully developed games. It’s awesome to witness.”

“The teams were great. They took the theme, researched it and came up with some creative games,” said Scott Lambert, Associate Professor. “It is always great to see students tap into what they have been taught, combining principles from various classes to create a complex game. It’s great to see the designers and the programmers coming together, just as they would if working at a game company.”

The VGDD Department provided Pizza and Doughnuts as a bonus to the participants.
Save the Date:

BOSTON FESTIVAL OF INDIE GAMES

September 13, 2014, MIT, Cambridge, MA.
Register at Bostonfig.com  *If you make games... this is for you! Network with indies!* Come visit the NEIT VGDD booth with demos of student games!

POWER GAME DAY 2014!

The annual VGDD day-long event will be held
October 24, 2014. You won’t want to miss this one!

Global Game Jam 2015: January 23-25 (Registration in November)

This event is open to the community. NEIT will again be an official GGJ Site.

The Global Game Jam (GGJ) is the world's largest game jam event (game creation) taking place around the world at physical locations. Think of it as a hackathon focused on game development. It is the growth of an idea that in today’s heavily connected world, we could come together, be creative, share experiences and express ourselves in a multitude of ways using video games – it is very universal. The weekend stirs a global creative buzz in games, while at the same time exploring the process of development, be it programming, iterative design, narrative exploration or artistic expression. It is all condensed into a 48 hour development cycle. The GGJ encourages people with all kinds of backgrounds to participate and contribute to this global spread of game development and creativity.