

It's almost time for... Power Game Day 2014!

Friday, October 24! 8:00 AM!

The 5th Annual NEIT Power Game Day is fast approaching! Set for October 24th, the day long event features guest speakers in the morning from game and media industries, the Student Showcase of Games in the afternoon and a marathon game tournament.

All VGDD/GDS classes will be canceled that day, all Video Game Design and Programming students are expected to attend this important event.

If you have not attended a Power Game Day event at NEIT, prepare yourself to a day of information, inspiration, exploration and fun!

Register now for the event at:

PowerGameDay.com

Save the date! Save the date! Save the date!



Images from Power Game Day 2013.



Hasbro Play Hack 2014



Calling all hackers, makers, inventors and designers!

Saturday, October 25, 2014 at 12:00 PM - Sunday, October 26, 2014 at 6:00 PM (EDT)

Join us for a two-day hackthon on the future of gaming. Team up with other hackers and makers to explore, play, and help create the next generation of Hasbro's most loved games including MONOPOLY, SCRABBLE, OPERATION, CLUE, THE GAME OF LIFE, RISK, TWISTER, SIMON, BOP-IT, and more!

Come alone or with a team, with an idea or just your passion. The day will start with short intros by participants who already have ideas. You'll then join a team or start your own and have the next 24hrs to hack, code, tinker and pull apart products (which Hasbro will provide!). Hasbro designers and experts will be available to provide resources, inspiration, and advice.

At the end of the 24hrs, these new ideas will be pitched to a panel of Hasbro judges. Prizes will be awarded in three categories:

OFF THE BOARD GAMING: Sure, lot's of games have pawns that move around a board on a table with people sitting around it. We got that covered. So how can we play "off the board"? What play experiences get you out of your chair? What game elements might get you physically moving? How can you game, using your senses in a new way? What technologies facilitate off the board play?

GAMES FOR GIRLS: Girl gamers are on the rise. How can you gameify girls activities that they are already engaging in (SKIP IT is a great example) ? Make them competitive, make them level up, make them collaborative....ask yourself 'what do girls like?'.then GAME-IFY IT! Also Look at current trends across gaming and play and adapt it for today's girl gamers (NERF REBELLE is another great example).

DIGITAL/PHYSICAL GAMING: The modern gamer has a mobile device with them at all times. Their generation is the connected generation. They have a world of games at their fingertips that allow for gaming anytime, anywhere. When creating an integrated gaming experience, you must always ensure the integrated experience is not a barrier to play; it should be a bridge to a new experience. The best product has solo / analog functionality and connected / digital functionality. How can you create a product that works on its own and creates a new experience when connected?

Must be 18 or over to participate.

Where: Hasbro Headquarters, 1027 Newport Ave ., Pawtucket, RI 02861

REGISTER HERE:

<https://www.eventbrite.com/e/hasbro-play-hack-2014-tickets-12462390345>

Video Game Technology Newsletter

Rhode Island Mini Maker Faire®

Saturday, October 11, 2014

AS220

11AM – 6 PM

115 Empire Street, Providence, RI 02903

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The 6th Annual RI Mini Maker Faire is a celebration of do-it-yourself ingenuity, innovation, and STEAM education.

What is do-it-yourself? It's a movement to bring science and technology normally cooped up in private labs to the masses, to embed hands-on creativity in American culture, and to inspire a new generation of makers and innovators, scientists and engineers, artists and designers, and dreamers and thinkers.

In the spirit of maker culture, the RI Mini Maker Faire showcases local ingenuity, demonstrates skills, and promote creative approaches. Featuring hands-on making, building, and hacking— as well as crafting, garage technology, arts & creativity for sale, and demonstrations—this Mini Maker Faire festival is happening in the state where the American Industrial Revolution began.

Get your tickets here:

<https://www.eventbrite.com/e/rhode-island-mini-maker-faire-2014-tickets-12987284317>



Global Game Jam

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.

Video Game Technology Newsletter

A Special Mobile Demo Night

This **Thursday at 6:00pm**, we're teaming up with Millennial Media to give you a very special Demo Night! Don't miss your chance to see 5 mobile & tablet games made right here in Boston and network with the creative minds behind them. This month's lineup includes a Rhythm-RTS, an interactive audio drama, a CCG, a baseball game, and a soccer game! Join us at Millennial Media's Boston office, sit back, and enjoy the show along with beer, wine, and food from Rosa Mexicano.

Mobile Apps & Games Showcase Night (FREE)

Thursday, October 9th @ 6:00pm
Millennial Media's Boston Office
155 Seaport Blvd. 8th Floor, Boston, MA 02210

[RSVP Here!](#)

This month's demos include:

Jungle Rumble: Freedom, Happiness, and Bananas (Disco Pixel)

Jungle Rumble is a rhythm game where the player drums to control a tribe of monkeys as a rival tribe invades to steal bananas. It's a Rhythm-RTS!

The Adventure of the Blue Carbuncle (Reactive Studios)

Use your own voice to interact with Sherlock Holmes and play as Watson to solve the mystery of the blue carbuncle in this interactive audio drama adaptation of the cannon story by Sir Arthur Conan Doyle. Participate and listen as speech recognition gathers your decisions and the audio story reacts to your intentions using natural language processing.

The Dreamland Chronicles Digital Trading Card Game (Protobird Games)

Based on the long-running web-comic series, The Dreamland Chronicles digitally captures the joy of card collecting, trading and playing for kids. Featuring stunning 3D art and animation, Dreamland redefines Collectible Card Games by transforming digital cards into "living" virtual toys.

Big Bat Baseball (Now & Zen Studio)

Big Bat Baseball allows players from 8 to 88 to enjoy a fun and entertaining game of baseball on their phone, tablet, or online. Presented with a classic look, it allows the casual player to rely on the luck of the dice while offering the tools for avid fans to use strategy and coach their team to victory!

Soccer Revenge (Mountain and Sea Studios)

Rewrite history by replaying your favorite soccer team's matches and share the results with the world. Soccer Revenge is a fast paced, 3D, mobile soccer game where the fans always win!

The Games Forum empowers the game development community through education, networking, and collaboration. We offer workshops, classes, and events for game developers and those aspiring to make games in topics including game design, programming, art, business, and more.
