

Jammers Unite!

Global Game Jam 2015, January 23-25, 2015

NEIT is once again an official GGJ Site!
The 48-hour Global Game Jam 2014 was a big success. 49 participants formed 9 teams last year. All nine teams produced working games in 48 hours. We are growing every year. Come join the challenge and make this our best GGJ!

Register at:

globalgamejam.neit.edu

and on the official GGJ site (<http://globalgamejam.org/2015/jam-sites/new-england-institute-technology>)

Please register on BOTH sites!

This is a great add to your resume! See you there!



One Week Away!
Sign-up now!





2015 Game Challenge!

Attention NEIT Game Students! This is a great opportunity to get immersed in the New England Game community! Network! Form a team and go win the Game Challenge! Use your Game Jam experience! Meet future em-

The MassDiGI Game Challenge is a one-of-a-kind pitch competition and event that helps aspiring game developers launch new games. The 2015 Game Challenge will be held on **February 6 & 7** at the Microsoft NERD Center in Cambridge, Mass. featuring industry mentors, panel discussions, keynote talks and great prizes – you won't want to miss this!

Registration is OPEN! Go to : www.massdigi.org/gamechallenge

Registration for both competing teams and general admission is on a *first come, first serve basis*, so we encourage all interested parties to sign up as early as possible. There is a cap to the number of teams that can enter and the number of general attendees. Competing teams are required to provide team details (team name, captain contact info, member list, etc.) and a game description during the registration process. Registration closes on January 23, 2015 at 5:00pm ET.

The Game Challenge will feature... Competitive Game Challenge w/ Great Prizes:

Enter your game concept or prototype in one of three levels (Indie, College and High School) and in one of two categories (Best Entertainment Game or Best Serious Game). Grand Prize and Category Winners will receive great prize packages – from cash and/or gift cards, experiential prizes, industry mentorship, game promotion/ PR opportunities and much more. In addition, all college teams are eligible to be considered for the 2014 MassDiGI Summer Innovation Program. Check out our list of prizes well as the competition rules.

Mentorship Program:

One of the highlights of our event has been the opportunity for teams to meet one-on-one with industry mentors to provide valuable insight on each team's entry. This year, participating teams will have a chance to sign-up for mentor meetings in the expertise areas of Art, Design, Business and Technology. Registration information for the 2015 Mentorship Program will be sent to Team Captains once capacity is reached or registration is closed. (More on Page 3)

MassDigi Game Challenge (Continued)

Educational Program:

Day 1 of the Game Challenge will feature sessions to help teams fine-tune their pitch for the judging committee. Mini-sessions will focus on the topics of art, design, business and technology.

Indie Game Showcase:

What would a Game Challenge be without a few games to play! The Massachusetts Indie community is full of extremely talented individuals with great ideas on the cutting edge of game development. Teams and general attendees will have a chance to network with and, more importantly, play some of the great Indie games created in our own backyard.

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We encourage all potential competitors to read the competition rules in full prior to registering to ensure that you qualify.

*Once capacity has been reached or registration has closed, latecomers may be added to the wait list or considered on a case by case basis. Contact us at info@massdigi.org for details.



NEIT 's Video Game Development and Design Technology is a member of MassDigi. We strongly encourage our students to participate in this event! Let's send some teams!