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Global Game Jam 2015 at NEIT!

The 2015 Global Game Jam is over! 519 teams around the world created games during the 48-hour event, with over 27,000 people jamming. At NEIT, an official host site, we welcomed 71 registered jammers, the largest game jam event on campus to date.

This year's participants had to adapt to the additional challenge created by snow storm that created conditions resulting in the closing of the campus for the middle part of the event. Teams worked from off-site locations, utilizing network chat sites, maintaining continuous Communications during the game development process. In light of the circumstances, it is all the more remarkable that the teams from NEIT created 13 working video games from scratch over the 48-hour time period.

This year's open ended theme, created by the GGJ organizers, was "What do we do now?"

All the games created from around the world for this event can be played on the Global-GameJam.org web site, including those created at NEIT's successful event at:
 http://globalgamejam.org/2015/jam-sites/new-england-institute-technology

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2015 Game Challenge!

Reminder!

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 employers!

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 Mass-DiGI 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.

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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.

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.
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(at)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!