

Global Game Jam 2020!

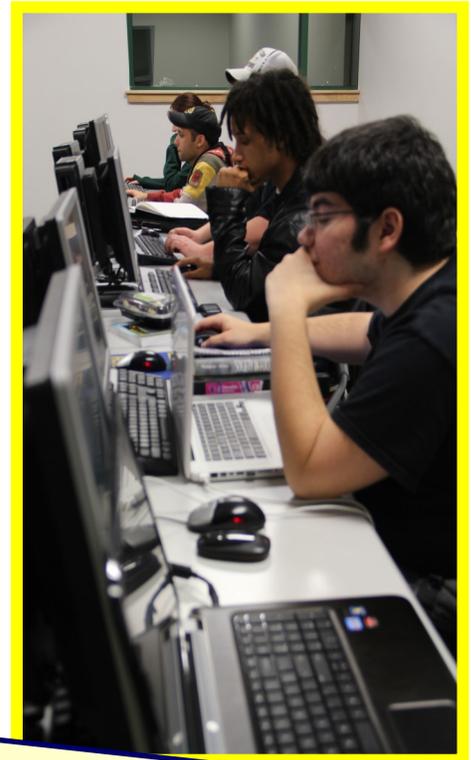
January 31-February 2, 2019

New England Tech is, once again, an official site for the Global Game Jam. The 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. The GGJ stimulates collaboration and is not a competition.

Hours: Friday, January 31: 12:00 PM - 10:00 PM
Saturday, February 1: 8:00 AM—10:00 PM
Sunday, February 2: 8:00 AM—12:00 PM,
with Presentations 12:00 PM—2:00 PM

Who can Participate: Anyone, 18+ years old. Bring your friends!

Start meeting: In N106 MPT at 3:00 PM to form teams and discover the 20108 GGJ theme.



Participating in game jams
looks good on your
resume!

Register at: <https://bit.ly/2PmutrN> or go to

<https://globalgamejam.org> (find us under “Locations”)

We made it! Awesome Trip!



Video Game Development and Design Goes to Walt Disney World

A group of fourteen students from Video Game Development and Design went on a four-day trip to Walt Disney World with Associate Professors Bill Culbertson and Jay Aguiar at the end of the Winter break. The goal of the trip was to study Disney's design techniques for park and attraction layout as they relate to video game level design. "The rides are just like video games," said Bill Culbertson, "The



way the Imagineers control what the guest sees, the story development, the immersion of the guest into the story all relate directly to what we teach in our program. Game developers have to lead the player through the game in much the same way."

Video Game Technology Newsletter

The students had an opportunity to visit all four parks including the new Star Wars: Galaxy's Edge, Toy Story Land and Pandora.

“The trip was an incredible experience! First and foremost, getting to see Disney's professionalism, attention to detail and innovation is truly a testament to the "Most magical place on earth" slogan,” said student Kevin Giron. “As a social experience it was great to interact with the teachers and older students on the trip, to be able to ask them questions about the school and industry.

Ultimately, I can't say enough about how grateful I am to have been on the trip and how well organized everything was.”

As a bonus, the students amassed hundreds of texture images while on the trip, photographing interesting surface textures, and props for use in their future game development and as reference. The most valuable resource however will be the memories of the experience that will add to their educational experience.



Are you going on the next trip?

The next Disney trip is tentatively being planned for the September break week. One thing we learned was that four days was not enough time to see it all. So, the next trip will be for six days! Stay tuned... If you are interested, contact Bill Culbertson to get on an email list for updates.

GAME TECH

Video Game Technology Newsletter

