



CCT.LSU.EDU/GAMEJAM

LSU | Center for
Computation & Technology

LSU | Digital Media Arts
& Engineering

Welcome to the 2017 Global Game Jam

Thanks for signing up to be a part of LSU's **fourth** Global Game Jam event. It's going to be a crazy weekend, and it's great to have you involved. There's been a lot of support for the event, and we'd like to thank everyone who has helped us put this event on. We would like to also thank all the volunteers.

This document contains all the information you'll need to prepare for the jam itself. Please read it carefully. There will be further details at the start of the jam.

Contact Details:

If you have any questions about the jam, or problems leading up to or during the event, please contact:

Marc Aubanel

Phone: 225-578-8907

Email: maubanel@cct.lsu.edu

The organizing committee reserves the right to remove people not acting in the spirit of the event, so play nice and respect people and property.

Team Selection

I encourage you to be flexible about teams and encourage you to work with people you have not worked with before. You will benefit most from working with people who challenge you creatively and technically.

Space Selection & Front Desk Duties

We will be selecting space for teams **AFTER** the brainstorming session. Selection will be based on teams volunteering for Front Desk Duty. Teams signing up for late hour shifts will be given priority in space selection. Each team will need to decide how to cover the front desk so that people can come and go freely during the event.

How long is the event?

Registrations open at 3.00pm on Friday, the 20th of January, with talks starting at 3:30pm. The opening presentation starts at 5.00pm. Please allow enough time after you arrive to bring any equipment you're supplying yourself into the building, hook up to the wi-fi and register.

Game judging starts at 2:00 pm on Sunday. Games are due to commence uploading by 3pm on Sunday, 25th January. Visitors are invited to play the games between 3pm and 4:30pm as well as watch the award presentation at 4:30pm to see the award winners.

Please note: **Jammers are expected to be in attendance for the majority of the jam.** Brief escapes for fresh air or fast food are okay, sleeping offsite is ok with us if it's ok with your team. There are formal proceedings at the beginning and, to a lesser extent, the end of the jam, and all participants are required for both of these events. All jammers need to wear the ID given to them when they register whilst jamming. Please note that the ID is needed to re-enter the building.

See the timetable later in this document for full details on what happens when during the event.

Who will be there?

We are expecting over 60-70+ people to take part in the Jam. Jammers are from a range of backgrounds with a varying degree of experience from 'professional developers' to students.

There will also be industry guests, and maybe the local news, visiting during the jam. We will be live streaming the Global Game jam, so please note that you need to follow the Global Game Jam Code of Conduct (<http://globalgamejam.org/code-conduct-legal-policies>). People will be walking around the labs, and will observe and talk to the teams, eager to find out what you're making and how it's going. Please note that these visits can happen at any time day or night, so be aware of people in the labs, and your own conduct through the weekend.

Where is the Jam?

The Global Game Jam @ LSU is being held at the Digital Media Center (DMC) on campus at the corner of East Parker Street and West Lakeshore.

Parking is free in the back of the building that you can access off of East Parker.



What do I need to bring?

Because the Game Jam is a closed event, it is important that people bring the right equipment to last them the entire weekend. Please note, we will be taking security precautions for those bringing their own computer equipment, but in the end it is each jammer's responsibility to be aware of their equipment.

Please make sure you bring the following with you

- Identification for registering on the first day
- Any computer equipment you need
 - Note that for security, please label all computer equipment you bring with your name and a contact number/email. Try and keep your equipment with you at all times.
 - There will be sufficient power points for powering equipment and network/internet access.
 - Software suggestions are available on the event webpage at <http://globalgamejam.org/jammer-resources>
- Clothing and Sleeping Gear
 - The golden rule here: **Pack like you're camping for the weekend**
 - Sleeping gear (sleeping bag, pillow, and an inflatable mattress if you like)
 - Spare clothes and toiletries (toothbrush/toothpaste, etc).
 - **DEODORANT** - We cannot stress this enough... Air conditioning will only go so far! We reserve the right to spray you with whatever we want during the weekend if we feel the smell justifies it.
 - Light sleepers are encouraged to bring ear plugs, as previously there have been some, ahem, heavy sleepers in the group.
- Food and Drink
 - Some meals, drinks and snacks will be provided.
 - Feel free to bring any favorite drinks and snacks.
 - Please bring a sealable water bottle, make sure you personalize it for easy identification.
 - **No Alcohol** - Please note this is not a licensed event.

I don't have a laptop to bring?

LSU-CCT has a limited number of laptops to loan out to those in need. You will NOT be permitted to install additional software on loaner computers. Contact IT staff during the event to request additional software be installed. Installing additional software is at the discretion of the IT staff.

Loaner computers will be provided at the beginning of the event, and you yourself are liable for any damage to the machine. We will require a state-issued ID in order to allow for

checking out a loaner computer. Additionally, IT staff will not have recordable discs or USB drives available. Be sure to make your own arrangements for copying data from the loaner computers. CCT assumes no liability for data loss.

What is the schedule?

Friday:

3:00pm	Registration open
3:30pm	Scheduled Talks-- Git & Unity integration talk with Marc Aubanel Unity Nav Mesh with Ken Wesley Don't Forget about Audio with Jesse Allison
5:00pm	Kickoff keynote talk - Marc Aubanel
5:00pm	Official GGJ Keynote Address, room DMC Theatre Unveil the "secret theme" of the jam
5:30pm	Brainstorming in Digital Media Center Front Hallway
6:00pm	Room Assignments - student front desk volunteers and the Jam begins in earnest!

Saturday:

	All day Saturday is dedicated to working on the games. We expect visitors will come and check out the jam, so be ready to say hello and answer any questions.
11:00am	Deadline to create user profile and game page

Sunday:

2:00pm	Deadline for handing in game and source code
2:00pm	Start submitting game for judging
3:00pm	Game Presentations (Open to the Public -- free admission. Visitors come to check out what you've made, and you can check out what others have made.)
4:30pm	Award Ceremony
5:00pm	Clean up, pack up, leave the place how you found it

Contest

The Global Game Jam is not a competition and the main goal is to make a game, expand the boundaries of what can be done creatively and have fun. There will be no global awards or prizes from the organizing body. With that said we are going to have a fun local competition that will be judged by non-participants.

We will be recognizing the following three categories:

- *Best Overall Game*
- *Best High Concept*
- *Best Artwork*

These awards are just for fun and are not the main reason to participate in the jam.

What food will there be?

Some food will be provided for the event. Pizza will be served for dinner on Friday (6:30PM) and Jambalaya (6:00PM) will be served on Saturday. Breakfast on Saturday (8:00AM) will be chicken biscuits and plain biscuits, and on Sunday we will be serving breakfast sandwiches (8:00AM). Midnight snacks will be served on Friday and Saturday.

Snacks: It is recommended that if you have any special dietary needs or require more food that you bring non-perishable items with you for nourishment over the weekend. There will be a soft drink machine in the building, an area to eat but all other food will have to be brought or purchased at a local establishment.

Global Game Jam Deadlines

Note that there are some specific deadlines for the GGJ that must be met with regard to creating your team and game profile, and submitting your game at the end of the jam. This will be covered and you will be reminded of this at the Jam.

Please read the following very carefully.

Register on the GGJ Site (do this before the jam):

Everyone should have done this already, and also notified us of your username. Please also register to the LSU Global Game site via <http://globalgamejam.org/2016/jam-sites/lsu-global-game-jam>. The GGJ site has heaps of useful information and ideas, so we suggest having a browse before the event.

Game Profile (Due 11am, Saturday Jan 25)

One member from each team must login in to the Global Game Jam website and create a game project. This is also where other team members can be added to the game, given that they already have a profile on the Global Game Jam website.

Game Submission (Due 3pm, Sunday Jan 26)

All games must be completed and **the upload of game content must have started by 3 PM on Sunday afternoon**. Again, if you log in to the GGJ site, and browse to your game page, you

will see an option for uploading game content to the site. Browse to your game content and press Upload before the deadline runs out and you are safe.

What needs to be submitted?

Please note that while it is mandatory that while all game assets and source code completed during the event is submitted, all the IP for the games remains yours.

<http://globalgamejam.org/wiki/basic-questions#ip>

All the games are submitted and bound to a Creative Commons license. If you want to make a commercial version of your game after the jam, you still own all of the rights to your game, and anyone who makes a commercial version of your game must first get your permission.

Please make sure to properly attribute all work in your game and make sure that you have the correct permission to use third party software. You are responsible for ensuring that all the content of your game is free to use for a game jam event.

What's available on site, tech-wise?

WiFi is available within the DMC building, using campus wi-fi. For participants without LSU wireless accounts, we will be distributing accounts for use during Global Game Jam.

Connecting to the wireless network is proprietary, and there will be staff available to assist in this process.

All wireless and network use within the LSU Campus is subject to the "Computer User's Privileges and Responsibilities" policy statement (PS-107), <http://networking.grok.lsu.edu/article.aspx?articleid=7102>. We will be enforcing these policies, and it is expected that you conduct yourself professionally and adhere to the network policies and procedures during this event.

We will have IT staff available during the event and a limited number of computers with custom software, should it be necessary. That being said, you are expected to bring your own computers and software pre-installed. For more information about potential resources you can go to: <http://globalgamejam.org/jammer-resources>

Final Note

We can't wait to see what you all put together during the weekend!

Please be sure to thank the sponsors and volunteers for all their efforts in putting together this great weekend.

Happy Jammin'!

Warm regards,

Marc Aubanel

GGJ@LSU Coordinator

Director of Digital Media Arts & Engineering (DMAE)

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