



## **Global Game Jam 2010 - Call for Research Projects**

In the framework of the Global Game Jam 2010, we are inviting all interested applicants to submit a research project. Selected research projects will be featured as a part of the Global Game Jam (GGJ) 2010 event. We hereby invite scholars in any field who take a professional interest in the Global Game Jam event to submit a research project application. The Global Game Jam is an IGDA event.

Accepted research projects will have a clear focus on the Global Game Jam. However, there is no specific topic, methodology or approach that is favoured. We encourage research projects that can have potential industry outcomes or applications. However, any research project that helps understand and further develop the cultural and social importance of the Global Game Jam will be considered.

The 2009 Global Game Jam was a development-oriented event that gathered professionals, students and hobbyists from over 54 locations worldwide with the goal of developing games over a weekend. The result was 1650 people making 370 games. The 2010 Global Game Jam presents an important research opportunity that needs to be addressed by the interested community of researchers.

We invite submissions focusing on, but not limited to:

- Global trends in game development, as exemplified by GGJ games
- Cross-cultural communication in game jam game development
- Team creation and management in game jam game development
- Project management in game jam game development
- Iterative design and rapid prototyping in the context of a game jam event.
- Time-constrained innovation and experimentation: game jams as development event.
- Global business perspectives of the Global Game Jam.

The accepted projects will be included as part of the development and arrangement of the Global Game Jam 2010. The accepted projects will also have the opportunity of using the global network of sites from the early stages of the Global Game Jam organization. The Global Game Jam will also provide letters in support for any funding or educational inquiry, applicant is required to fund accepted projects. Additionally, we will assist in the distribution and collection of informed consent forms as established by your committee.

<http://globalgamejam.org>

### **Application Requirements**

Submissions should consist of:

- A 3000 word maximum project description, including:
  - Goals and objectives,
  - review of the relevant literature,
  - expected outcomes,
  - relevance for the game industry,
  - a comprehensive timeline.
- A short CV of the applicants.
- Brief list of current or past support

### **Application Deadline**

Applications must be submitted no later than October 1<sup>st</sup>, at 12:00 CET.

### **Announcement of results**

After review by the Global Game Jam research committee, applicants will get an answer by October 20<sup>th</sup>, 2009.

### **Global Game Jam Research Committee**

Dr. Marinka Copier - New Media and Digital Culture at Utrecht University & School of Art and Technology at Utrecht School of the Arts (HKU); Utrecht, the Netherlands

Dr. Katherine Isbister - Schools of Digital Media and Computer Science & Engineering at Polytechnic Institute of New York University; Brooklyn, USA

Dr. Magy Seif El Nasr - School of Interactive Arts & Technology at Simon Fraser University; Vancouver, Canada