The Inaugural Workshop on the Global Game Jam (GGJ '13)

Co-located with the 8th International Conference on the Foundations of Digital Games 14 May, 2013
Chania, Crete, Greece

Welcome from the organisers

Welcome to GGJ 2013, the first International workshop on the Global Game Jam held 14 May, 2013 and co-located with the eighth International Conference on the Foundations of Digital Games.

The Global Game Jam (GGJ) is the world's largest game development activity. Every year since 2009 thousands of computer game enthusiasts participate in this forty-eight hour challenge to make games around the same theme. The event provides a unique opportunity to study and understand people, processes, and products; the three P's of game development to explore innovation, collaboration and experimentation.

The interest in researching the GGJ community has been evolving for the past few years, extending and modifying existing methodologies used by the academics and researchers to understand the complexities and practicalities of developing a video game within a specified time and theme. In this workshop, we plan to investigate the various aspects of the GGJ, directly or indirectly. The plan is to bring together academics and Game Jam organizers to discuss and understand the considerable potential that the GGJ offers participants, academics, and organizers.

This workshop has five papers discussing different aspects of the GGJ, from the educational and research potential, to the regional impact of the global game jam. Each paper received two reviews and was approved by Allan Fowler – the Program Chair.

The primary goal of this workshop is to foster discussion al all aspects of the Global Game Jam and strengthen the community of academics and researchers who are interested in the pedagogic potential of game jams.

We would also like to thank the reviewers who helped with providing valuable feedback:

Allan Fowler, Waiariki Institute of Technology, New Zealand
Foaad Khosmood, California Polytechnic State University, USA
Ali Arya, Carlton University, Canada
Gorm Lai, Kotori Studios
Donald Joyce, Independent consultant

Organising committee

Allan Fowler, Waiariki Institute of Technology, New Zealand
Mirjam P. Eladhari, University of Malta, Malta
Foaad Khosmood, California Polytechnic State University, USA
Ali Arya, Carlton University, Canada

List of papers

The Evolution and Significance of the Global Game Jam
Allan Fowler, Ali Arya, and Foaad Khosmood

The Motivational Power of Game Communities - Engaged through Game Jamming
Lars Reng, Henrik Schoenau-Fog, and Lise Busk Kofoed

Promoting Game Accessibility: Experiencing an Induction on Inclusive Design Practice at the Global Games Jam
Michael Scott and Gheorghita Ghinea

Game Conceptualization and Development Processes in the Global Game Jam
Alexander Zook and Mark Riedl

Adaptability of the Global Game Jam: A Case Study in Japan
Shinji R. Yamane