Global Game Jam 2015 Diversifiers

http://globalgamejam.org/news/introducing-ggj-2015-diversifiers

1. **Noise Generator**: The mechanic of the game is based on players having to stay in constant communication with each other.
2. **Folk**: The game uses a folk or indigenous art style of your region.
3. **NES**: Make the game playable on an old school console, either directly or through an emulator.
4. **Wrist Watcher**: The game is playable on a smart-watch, or uses wearable technology in some way.
5. **Clueless Parents**: The game helps kids teach something to their parents or other family members.
6. **Batch Job**: The game is a batch file from any operating system, using command line tools found in an out of the box installation.
7. **Chimera**: The game is played partly as a digital and partly as a non-digital (board, card, etc.) game.
8. **Hyper-Local**: The game is set in your town/city and contains elements locals can identify, while still being entertaining for a global audience.
9. **Can I Try?**: Any spectator of the game automatically becomes a player as well.
10. **This is How it Feels**: The game raises awareness of how hate speech or unfair accusations feel, and what kind of effect they have on their targets.
11. **Stephen Hawking Can Play This**: In the game everything (including any menus) can be navigated with one button, without any need for quick / precisely timed presses.
12. **Eagle Ear**: The game is primarily visual, but is also playable by visually impaired players, either through audio design, or through a screenreader (VoiceOver, Talkback, JAWS etc).
13. **Relatively Speaking**: A game based on the 100th anniversary of Einstein's theory of general relativity, which explained that massive objects cause a distortion in space-time, such as light bending around black holes.
14. **Public Domain Class of 2015**: Make a game based on the works entered to Public Domain on 1st January 2015 - for instance works of Wassily Kandinsky, Edvard Munch, Edith Sitwell, Piet Mondrian, Antoine de Saint-Exupéry, Felix Nussbaum, Filippo Tommaso Emilio Marinetti, Glenn Miller, Flannery O'Connor, and Ian Fleming (cough, James Bond, cough), depending on your country.
15. **Code for Good** (Sponsored by Intel): Make a game with the goal of improving literacy, or inspiring interest in science, technology, engineering and mathematics (STEM) fields.