

[HOME](#) [ABOUT](#) [AGENDA](#) [GETTING HERE](#) [BE. MOBILE](#) [REGISTER](#)**BRAINS
EDEN.**

Agenda

FRIDAY 26TH JUNE

10:00 - Check in for all teams
13:00 (All teams need to arrive before 13:00)
Anglia Ruskin – East Road Cambridge Campus

13:00 – Developing for Mobile Workshop led by ARM and Unity
16:00 Open Access Space

13:30 – Workshop series for Artists led by ARM and Geomerics
16:00 LAB 028

16:00 – Break
17:00 Students get dinner and prep for games jam

17:00 – GAMES JAM START
00:00 All teams meet for explanation of theme
LAB 028

(Note: We'd like you to sleep, but broadband is provided in student accommodation if teams choose to work on their games after the Games Jam rooms close!)

SATURDAY 27TH JUNE

7:30 – Breakfast
08:30 The Restaurant

CONTACT US

If you have any questions about Brains Eden email us at info@creativefront.org

MEET | TALK | PLAY

Join us for the finale of Brains Eden on Monday 29th June. Book your tickets to hear from leading games industry figures.

REGISTER NOW

HOW TO GET HERE

Brains Eden takes place at [Anglia Ruskin University](#) in the centre of Cambridge. Cambridge is well served by road and rail links to the rest of the UK.

Trains run frequently between Cambridge and London, Ipswich, Peterborough, King's Lynn

08:00	Jam continues LAB rooms & Open Access area
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11:00 - 12:30	PITCH Each team pitch their game concepts to mentors
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12:30 - 13:30	Lunch The Restaurant
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18:00 - 19:00	Dinner The Restaurant
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00:00	Games Jam rooms closed for the night
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and Birmingham. You can use [National Rail Enquiries](#) to plan your journey.

For more information, see the [Getting Here](#) section

SUNDAY 28TH JUNE

7:30 - 08:30	Breakfast The Restaurant
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08:00	Jam continues LAB rooms & Open Access area
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11:00 - 12:30	PITCH and PLAY Mentors play games and give feedback
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12:30 - 13:30	Lunch The Restaurant
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17:00	GAME JAM ENDS
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18:00 - 21:00	Closing Event at Jagex, dinner with beer Buses run from Broad Street to Jagex
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MONDAY 29TH JUNE

08:30	Breakfast The Restaurant
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10:00 - 11:00	Exhibition and Speed Surgeries Ruskin Gallery
10:00 - 13:00	PITCH then JUDGE Team leader pitches to Judges from 10am - 11am Judges then play and score games from 11am - 1pm
11:00 - 13:00	Talks Track Industry talks on new developments for the sector
13:00	Lunch Served in the Gallery
13:30	PLAY! Everyone play and enjoy the games created in the Jam Speed Surgeries continues Ruskin Gallery
14:30	Games Jam Award Presentation Best Game BE. Mobile Best Jammer, wins freelance contract Ruskin Gallery
15:00	Networking & industry play games Ruskin Gallery
16:00	Event closes