



**Stanford Game Dev**  
**Spring Game Jam 2019**

# Partnership Proposal

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# About Us

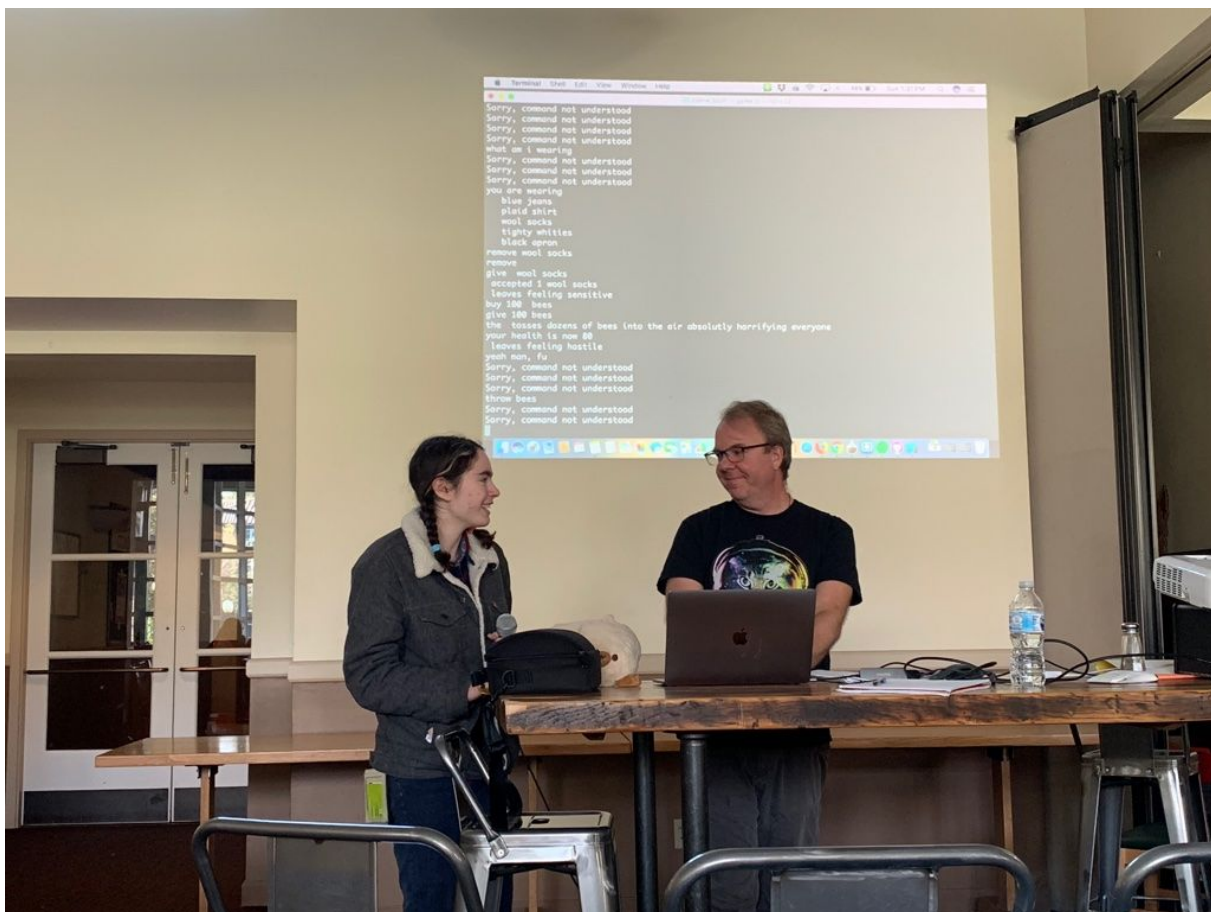
**Stanford Game Developers (SGD)** is the central hub for all things game development at Stanford. We run weekly workshops and sponsored tech talks, support independent game projects, organize "Let's Play" social events, and host quarterly game jams. We have 147 students who are subscribed to our e-list, and around 15 students show up to our weekly meetings.

## OUR MISSION

- **Support game developers** on campus by establishing a place where they can learn new skills, find playtesters, hear from industry experts, and work on their projects
- **Raise awareness for the growing game development community** at Stanford and encouraging young students to explore the field

Help us achieve our mission by supporting our 2019 Spring Game Jam!

- SGD Staff





# Looking Back: 2018 Fall Game Jam

## THEME: "FALL"


Our inaugural game jam was a resounding success beyond our expectations! **26 students** came together for **36 hours** to create **16 games** (including one board game), competing for **4 prizes**, and around **40% were first time jammers**. We're also proud of the diversity of attendance at the event; **nearly 50% of attendees were women**, many of whom were entering the world of games for the first time. In order to accommodate all these new developers, we hosted **9 workshops** on a range of topics leading up to the event including **Unity, Ren'py, and more**.



**36**  
Hours



**16**  
Complete Games



**40+**  
Attendees  
**26**  
Participants  
**40% First Time Jammers!**



**9**  
Games Published  
on itch.io



**Thanks to our fall game jam sponsors:**

*Stanford HCI Department, Pixelberry, Stanford Graphics Department*



# 2019 Spring Game Jam

Happening on [May 24-26](#) this year, the spring game jam is shaping up to be our biggest game jam yet, and we need your help to make it even more awesome! We really enjoyed having companies present at our last game jam, and we're excited to welcome even more corporate support and engagement. Here's how you can contribute:



## PROVIDE PRIZES/SWAG

T-shirts, games, pro licenses, mouse pads... anything is appreciated!



## SPONSOR A MEAL

We'll be eating Saturday dinner and Sunday lunch.



## VOLUNTEER TO JUDGE

This is what we need the most! Our jammers love showing their games to industry professionals and getting their feedback.



Having a judge representing your company is also a great way to get your name out there and connect with the best student game developers on campus. Judges need to be here from 12pm - 2pm PST on Sunday, May 26<sup>th</sup>.



## OTHER

Want to host a tech talk or a workshop? Willing to contribute in other ways not listed above? We'd love to help you make it happen! Reach out to Tommy Tang at [ttang96@stanford.edu](mailto:ttang96@stanford.edu).

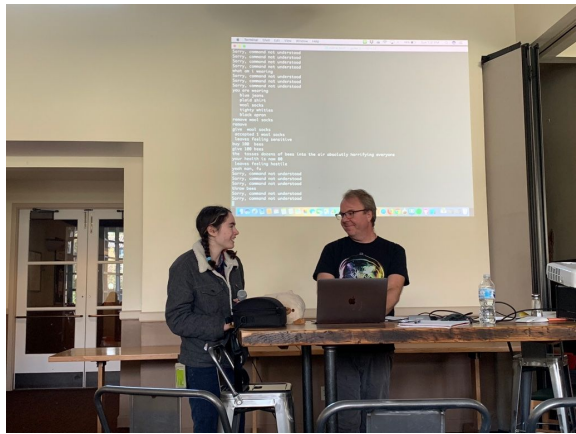
# Reward Tiers

| REWARD  | BASIC<br> | BONUS*<br> |
|---|--|---|
| BRANDING  |  |   |
| Acknowledged during opening + awards ceremony   | x  | x   |
| Logo on website   | x  | x   |
| Logo on t-shirt   |  | x   |
| Additional advertising opportunities (e.g. a table with your company's logo and swag, an advertising stand in the corner) |  | x   |
| RECRUITING  |  |   |
| Send recruiters and get your own table during Sunday recruiting session   | x  | x   |
| Brief blurb during awards ceremony (< 5 minutes)  |  | x   |
| Access to our e-list for one advertising/recruiting email   |  | x   |
| Additional benefits negotiated on a case-by-case basis!   |  |   |

*\* if you contribute to two or more of the categories listed above!*

## Further Involvement

Interested in connecting with game developers at Stanford and want to partner with us beyond the game jam? From offering tech talks to hosting studio visits, we'd love for you to get involved! [Reach out to Tommy Tang at ttang96@stanford.edu](mailto:ttang96@stanford.edu).



COLOR REF:

darker blue: 4253cf

lighter blue: 4d95ff





Share your work with the world