Game Jam Scoring Criteria

0%   100%

20% Fun & Engaging

It should be obvious by now that we want to prioritize a fun, player-first experience when creating games. Keep this in mind while you score this criterion!

- Is the game fun & engaging in a way that stands out against the rest?

- Does it convey the core idea well?

- Do you see yourself going back to the game for another play-through or can't seem to want to put it down?

- Do you have a smile on your face the entire time you're playing the game?

15% Approachability & Accessibility

Games should still be accessible to everyone in some form. We should strive to create games that anyone can come pick up & learn/play without a background in gaming.

- Is the gameplay intuitive?

- Can you hand the game to a newcomer & have them understand and play the game quickly & easily?

- Are the mechanics & controls accessible & clear from the start?

- Does the game have any option for accessibility adjustments?

20% Theme Interpretation & Creativity

As with a hackathon, there is a problem/challenge to solve, and how people approach this is completely up to them. In game jams, we tend to call this the theme to keep the interpretations more open but could still be considered a challenge to solve. This can result in some very creative interpretations of the solution.

- Did the idea surprise you at all? Was it something you would have done?

- Is the concept unique & creative?

- Did the team create a fun experience that fits with the theme?

Game Jam Scoring Criteria

0%   100%
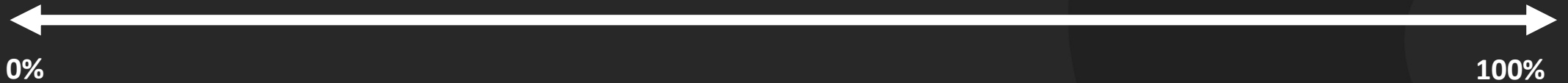
30% Feasibility & Viability

As we will take the winning idea forward it's important to consider how realistically the solution could be built, supported, and scaled within LBG. This includes alignment with our tech stack and broader goals around inclusion and financial empowerment. We want to encourage ideas that could live beyond the jam and be used in real campaigns or platforms.

- Did the team consider LBG's existing technologies, platforms, or hosting capabilities when designing the solution?

- Is the final solution realistic in the timescales for International Women's Day?

- Was there awareness of principles that would affect feasibility?

15% Technical Execution & Polish

Given that we're a team that strives to build with technical excellence & a high level of polish, we should look for some standout areas in the final games.

- Have the team produced something mind-blowing for the timeframe? Have they solved a technical problem that would have stumped many?

- Is the final game polished enough to show off already? Does it run smoothly & stable, with no crashes/bugs/issues?

- Again, given the experience level of the team, have they produced something technically impressive for the timeframe?