Unity Game Jam Junior 2014

June - August 2014

Activity Outline

Seven students from the Associate of Science in Creative and Interactive Media Production have joined the Unity Game Jam Junior from June to August 2014. They have to design and produce a game using the Unity engine during a three-days workshop. Finally, they got two prizes: Best Environmental Awareness award and Best visual content award. Here is the reflection from the group leader: Mr. Tony Fok.

Briefing Day (24 June 2014)

Today, we go to IVE (LWL) to join the briefing of the Game Jam Junior 2014. First, we watch the video, which introduces the game made by Unity. After watching the video, the organizer tells us about the details of the competition. The theme of this year is "Green City". We need to form groups to make a game by using Unity software. The organizer provides us the 3-Day workshop (22-24 July 2014) in order to let us know more about the Unity. At the end of the briefing, the organizer gives a small gift for us, the Unity T-shirt.

Students are attending the Unity workshop.

Students win two prizes in the competition.

Workshop Days (22 - 24 July 2014)

In this 3-Day workshop, IVE (LWL) provides us the computer room to study Unity. Some students from IVE (LWL) are our tutors. They teach us to make the simple game flappy bird and provide some technical skills. During the workshop, our group starts to organize our game and we decide to create the unique character and story to make our game more interesting. After the workshop, we spend our spare time to finish the game.

Students design their game using the Unity engine.

Students share the various tasks of game production.

Presentation Day (18th August 2014)

Finally, we spend about 3 weeks to finish the game. During the production time, we face many problems such as the coding errors. Fortunately, our groupmates ask student helpers to solve our problems. On the presentation time, we can successfully show our games to other participants and judges. We are lucky that our game got two awards, which are: Best Environmental Awareness award and Best visual content award. To conclude, I have no regret to join this workshop and competition, in which, we can study the Unity to make a game no matter 2D or 3D. Also, we can learn from other participants and get more ideas about the environmental protection. It is the great experience for me to join this activity.

AScCIMP students win the Best Environmental Awareness Award and Best Visual Content Award.