





48 HOURS

1 GAME

The background is a dark, atmospheric illustration of a large, multi-story house at night. The house has a prominent porch and several windows, some of which are lit from within. The sky is a deep purple and blue, with the words "gone home" written in a large, white, chalky script across the upper right. Silhouettes of trees are visible on the left and right sides of the frame. A large, light-colored circle is overlaid on the left side of the image, containing the word "CONCEPT" in bold pink letters and a list of three questions.

CONCEPT

How well does it match the theme?

**Does it include authentic and impactful
LGBTQ+ characters or storylines?**

**Does it focus on LGBTQ+ inclusivity or
depict sexuality positive?**



PLAYABILITY

Is it fun and challenging
enough to play?

VISUAL IMPRESSION

**Does the art style suit the
game?**





NARRATIVE

**Does the game's story
work and flow?**



REPLAYABILITY

**Is it compelling and does it
have high replay value?**



SOUNDTRACK

Does the audio fit the game?

CREATIVITY

How creative and unique is
the game?



OPTIONS

ACCESS
GRAPHICS
LANGUAGE

SOUND
FRAME
SQUARE
SQUARE

LANGUAGE

SUBTITLES

SUBTITLE COLORS

ENVIRONMENTAL SUBTITLES

CLOSED CAPTIONING

TEXT LANGUAGE

VOICE-OVER LANGUAGE

VOICE-OVER IMMERSION

Select for voice-over, closed captioning,
and immersion mode options.

On

On

On

On

English

English

On



ON: Most characters speak in their native language for a more immersive experience.
OFF: Most characters speak in your chosen voice-over language.

ACCESSIBILITY

How accessible is it to gamers with hearing, vision, cognitive or motor impairments?

LS MODIFY OPTION B CLOSE

JUDGES

Stirling Murphy, President of the LGBTQ+ Society

Professor Helen Kennedy, Head of School of Media

Dr Paul Ryan, Research Centre for Transforming Sexuality and Gender

Studio Gobo team

Mike Williamson, Senior Artist at Hangar 13

Leon Cliff, Member Relations Officer, Ukie





GAME OVER

Monday 25 February, 10 am

**Upload your games to
wetransfer.com**

**Email download links to
p.fotaris@brighton.ac.uk**



University of Brighton

Centre for Secure,
Intelligent and Usable
Systems

ukie
THE ASSOCIATION FOR UK INTERACTIVE ENTERTAINMENT



ELECTRIC SQUARE
A GOBO STUDIO

SPONSORS

PRIZES



**2 sponsorships to
Develop:Brighton**

Amazon vouchers

Steam card vouchers

Hangar 13 goodie bag

Ukie lanyards



FREE FOOD

Thank you Studio Gobo!



I won't leave you alone.

...    I don't know...

They won't. Let's go.

THEME

You decide!

Visit Kahoot.it

Vote for your favourite theme

JUDGING CRITERIA

Concept

Playability

Visual impression

Narrative

Replayability

Soundtrack

Creativity

Accessibility

