GAY[M]
JAM

48 HOURS
1 GAME

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

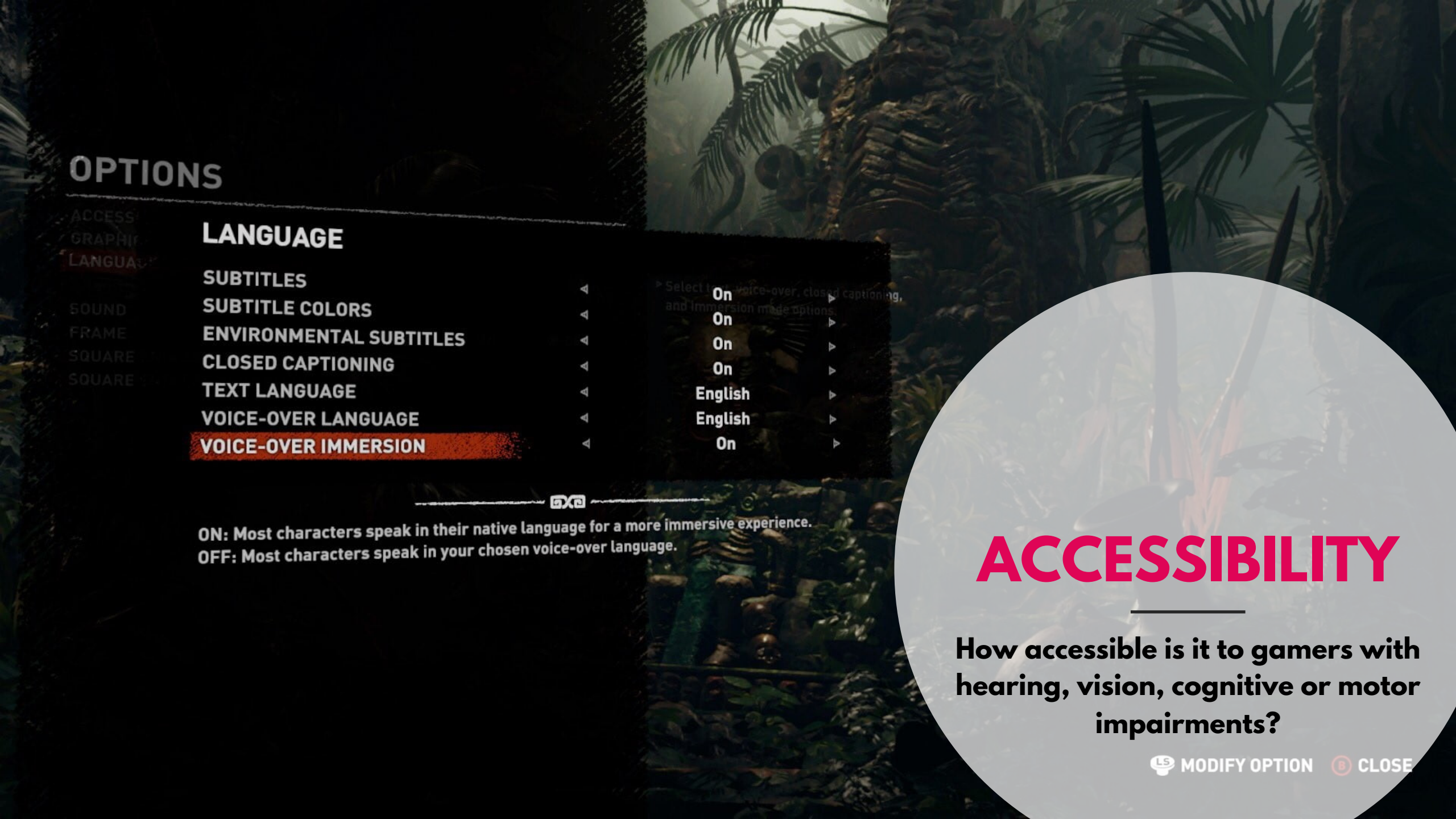
Is it compelling and does it have high replay value?

SOUNDTRACK

Does the audio fit the game?

CREATIVITY

How creative and unique is the game?


OPTIONS
ACCESS
GRAPHI
LANGUA
SOUND
FRAME
SQUARE
SQUARE
LANGUAGE
SUBTITLES
SUBTITLE COLORS
ENVIRONMENTAL SUBTITLES
CLOSED CAPTIONING
TEXT LANGUAGE
VOICE-OVER LANGUAGE
VOICE-OVER IMMERSION
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?
MODIFY OPTION
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

games

STUDIO
A KEYWORDS STUDIO
gobo

University of Brighton
Centre for Secure,
Intelligent and Usable
Systems

ukie
THE ASSOCIATION FOR UK INTERACTIVE ENTERTAINMENT

HANGAR
13
BRNO
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ELECTRIC SQUARE
A GOBO STUDIO

SPONSORS

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2 sponsorships to Develop:Brighton

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Hangar 13 goodie bag

Ukie lanyards

FREE FOOD

Thank you Studio Gobo!

THEME

You decide!
Visit Kahoot.it
Vote for your favourite theme

JUDGING CRITERIA

- Concept
- Playability
- Visual impression
- Narrative
- Replayability
- Soundtrack
- Creativity
- Accessibility