

## Introduction:

### **Mult Jam Beginning Explanation and Pitch:**

Like a Game Jam, a “Mult Jam” is a fast-paced event where students will(?) work together to tackle a prompt and intersect their skills to make a satisfying portfolio piece. The hope is that people with different skill sets can each contribute work to a grander project in a week. The idea behind a short time frame (for a group) is to not overthink things and just explore your first instincts for a project.

This is a “take out what you put in” kind of project, if you want to skimp out and not do it, that's fine, it just less time and practice towards making projects but I would highly recommend trying your best to set and complete a reasonable task for the project. If you then feel inspired after the fact, feel free to continue working on the project

## Order of Operations:

**Pitch** –> Explain what is written above to students 5ish minutes

### **Give a prompt:**

- Can be something deeper like:  
Lost in Translation (how does anything converse when they don't have the same language to do so?),  
hidden in Plain Sight (what are the little things our eyes brush past?)
- Can be Simple:  
Stars (movie stars, stars in the sky, a star personality, someone who lights your path, constellations, north star etc, any interpretation can be expanded on)

→ Give an example and explain different pieces to show how students could come up with roles.

- For Example: when I thought of stars my mind went to a stage play, but not the main cast performing, but the studio light providing the light that makes a star shine, it can be a character who lets others shine, but dreams of his own chance to be a star.
- Different Roles: character design, Plot writing + Storyboarding, Animating, sound design and music, background making (graphic design), voice acting(? Could be silent)
  - Look to find ways to apply the skills that you want to hone/advertise

### **Time Frame:**

- 1 week, until the next class. It also helps scope down ideas and aim for what is realistic but also the need for a deadline to hold people accountable

### **Give 10 minutes of independent brainstorming**

- Come up with ideas that could fall under the prompt that could be expanded and worked upon that YOU feel excited by

**5ish Minutes to then get into groups around you and pitch ideas and hone those ideas down to 2 options, then share and put them on the board**

- Quick Note: (Also if you have an idea that you DO NOT want to let go of, you now have a personal project idea that you can have in your back pocket for when you want to make something)

**All Topics on the Board: think about what topic inspires you the most and join that group (group limit 5?)**

- Think about what you could tangibly bring to the group, what your skill will contribute to the final product and will let you be proud of the final result
- I encourage people to be creative with their skill sets. Being an idea guy is not a skillset, you need to help with actually doing things if you can.

**Exchange contact information**

- Hopefully, this happens by itself, but it's important for someone to probably take the lead and make a group chat of some sort to communicate and help hold each other accountable.

**Pointers and warnings to Think about**

- I would probably stress if you don't feel like doing this / are going to be lazy with execution don't pick a vital role that will affect the final product:
- ex: I'm tasked with drawing the characters but I don't feel like doing it so I wait til Monday to haphazardly draw some rough drawings and give them to the next person to have zero time to finish.... Be mindful of working as a team.

Not Sure where this fits but:

**Examples of deliverables:**

- Animation
- Digital/physical comic strip
- A Game
- Interactive Posters / Graphic designs
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