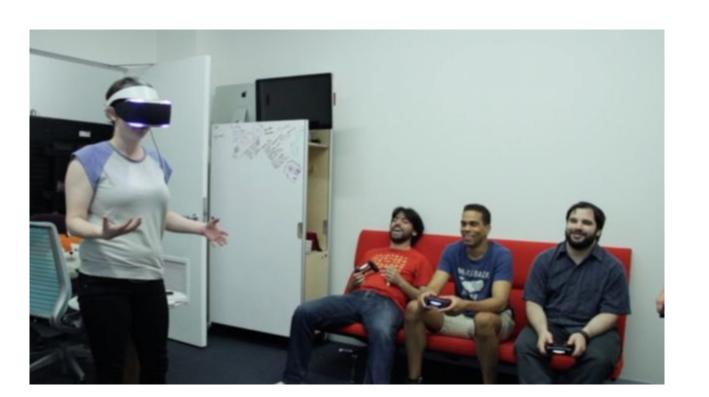
## Game Jam Workshop

Kaho Abe and Ramsey Nasser Eyebeam Workshop at AoIT 6/27/16

## Playtest

- Have questions going into each play test
  - What moments are you looking for?
  - What are you hoping people will figure out?
  - What problems do you anticipate?
- DO NOT INTERRUPT PEOPLE WHILE THEY'RE PLAYING YOUR GAME
  - Let people have the experience they're having, react to it later.
  - If things are going wrong, make a note of it and let it happen
  - o If you think of new questions, write them down as well
- Always accept and value players' feedback
  - Be a good listener
  - Take notes
  - If people didn't have the experience you wanted, you need to revise the game
  - Your playtesters are never "wrong"



## **Finish**

Games that were started at Game Jams that have become commercial or critical successes:

- Surgeon Simulator (Global Game Jam 2013)
- Super Hot (7DFPS 2014 aka. 7 Day First Person Shooter Game Jam)
- <u>LUFTRAUSERS</u> (as LUFTRAUSER, 2011)
- Nuclear Throne (as Wasteland Kings, Mojam 2012)
- Johann Sebastian Joust (Global Game Jam 2011)
- How Do You Do it? (Global Game Jam 2014)

## Game Jams

- Local:
  - Global Game Jam <a href="http://globalgamejam.org/">http://globalgamejam.org/</a>
- Online:
  - Indie Game Jams site <a href="http://www.indiegamejams.com/">http://www.indiegamejams.com/</a>
  - Itch.io Game Jams site <a href="https://itch.io/jams">https://itch.io/jams</a>
- Playtesting:
  - Playtesting Thursdays at NYU Game Center