

Game Jam Workshop

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Eyebeam Workshop at AoIT

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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
 - 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)
- [LUFTRAUSERS](#) (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 <http://globalgamejam.org/>
- Online:
 - Indie Game Jams site <http://www.indiegamejams.com/>
 - Itch.io Game Jams site <https://itch.io/jams>
- Playtesting:
 - Playtesting Thursdays at NYU Game Center