

SOUTHAMPTON GAME JAM_

Southampton Game Jam 2023 Participant Information

admin@southamptongamejam.org

<https://southamptongamejam.org>

This document is available at <https://southamptongamejam.org/participant.pdf>

2023 Sponsors:

exabyte
GAMES



University of
Southampton

Organiser Phone Numbers

Tom - 07906 562829

Ross - 07724 275333

Sian - 07563 917552

Online Help



If you haven't already, make sure to join our [discord server](#) to quickly chat with other attendees and the organisers.

Feel free to use the #help-wanted channel for any questions or to get hold of an organiser!

On-Site Help

**YELLOW LANYARD
ORGANISER**

Talk to an organiser (yellow lanyard) if you have questions regarding the game jam, logistics, entry into the building, or urgent help.

**GREEN LANYARD
GAMEDEV HELPER**

Helpers are attendees who have experience with game development and are happy to answer any technical questions alongside their own project!
(Speak to an organiser to become a helper!)

Sponsor: Exabyte Games!



This event is made possible by **Exabyte Games**, the video games company behind **Final Outpost**. Their game was developed by students at the University of Southampton and has amassed over **750,000 downloads on the App Store and Google Play** across 147 countries since its release in 2020.

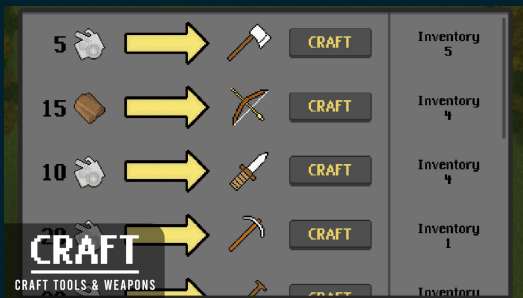
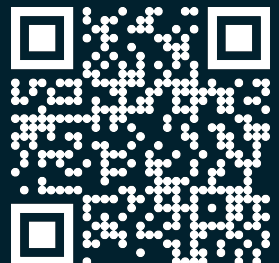
Take it from them:

We are a team of students driven by our desire to create games that we would want to play ourselves and to go beyond established genre-defined boundaries. We take pride in the vibrancy of ideas and talents volunteered by our game's community and believe that these contributions should propel an existing game's development.

Our objective at Exabyte Games is to harness the best of recent technological breakthroughs without indulging in the more pernicious techniques that have arisen.

This means we:

1. **Aim to monetise games sustainably**, ensuring this minimally impacts the player's experience
2. **Implement a rigorous approach to player privacy**. No ads, no data collection, and no shady third-parties.



If you love making games and are interested in joining us on our mission, drop us a line at careers@exabytegames.com

Welcome Jammers!

Welcome to the tenth edition of
Southampton Game Jam!
We're very glad you could join us!

So far, the Southampton Game Jam has
run 9 events, with over 600 total attendees,
creating 166 games in total! They're all
still available online so feel free to check
Out the games from previous years for
inspiration:

[2015](#), [2016](#), [2017](#), [2018](#),
[2019](#), [2020](#), [2021](#), [2022](#)

Please read this booklet carefully as it
includes all the information you'll need
this weekend. We're sure you're going to
have a great time and we can't wait to see
what games you come up with.

Have Fun!
Southampton Game Jam Organisers

Friday

16:00 Registration Opens

17:00 Opening Talk & Theme Announcement

18:00 Pizza & Group Forming

19:00 Begin Jamming

Saturday

10:00 Breakfast

17:30 Teams must be added to Global Game Jam website

18:00 Mini Showcase

Sunday

10:00 Breakfast

15:00 Submission Deadline

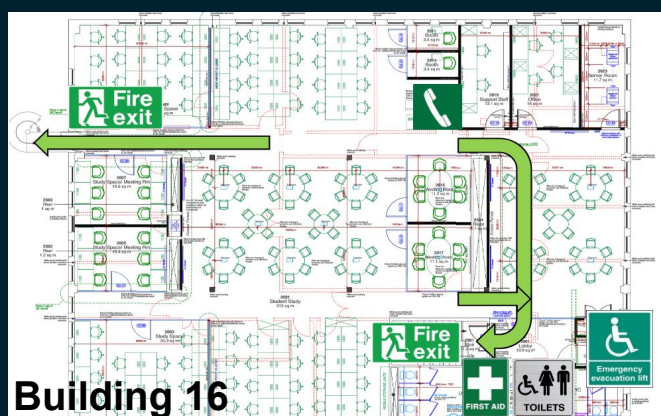
15:15-17:00 Showcase + Voting

17:00 Wrap up and closing talks

In Case of Fire

Please familiarise yourself with evacuation procedures and exit points:

1. Activate the nearest fire alarm
2. Leave the building using the nearest fire exit (follow clearly signposted fire exits or check the map below) and proceed to the evacuation assembly area.



In Case of Medical Emergency

Contact an organiser as soon as possible. Organisers will be wearing recognisable YELLOW lanyards. Otherwise call an organiser using the numbers listed above.

Remember, in an emergency, always dial 999

Preparation

Try to prepare for the jam in advance. You might want to consider doing the following:

- If there is a new tool or technology you'd like to try out at the jam – you might want to consider giving it a go before hand.
- Familiarise yourself with and set up the version control system you'd like to use (if applicable).
- If you're from a university, set up eduroam wireless on your laptop.
- Arrange any transport you need!

You may also want to book a nearby hotel (or consider heading home) to get a good night's sleep on Friday: this will help you make the best game that you can on Saturday and Sunday! There's also a handful of quiet(ish) rooms around the lab, if you want to rest at the main site. Feel free to bring sleeping bags if you want to be warm and comfortable while resting!

What to bring

- Please bring your own laptop if you have one. Don't forget your charger! We have wireless and lots of power sockets, so you won't need your own extension lead.
- If you are staying over, bring something to keep warm (warm jumpers or a sleeping bag works well) and comfortable (such as a pillow). Don't forget essentials like your toothbrush, face cloth (or whatever your usual morning routine involves!). We also recommend bringing some clean clothes, to help improve those early mornings, but also to improve things for other jammers!

Other misc. Items you might find useful are things like headphones, controllers (if you wish to use them) or other hardware (feel free to bring VR equipment), a towel (though we aren't 100% certain if we'll have showers this year) and USB sticks. Feel free to bring consoles or board games to play as well, as breaks are important!

What we will provide

Equipment

- WiFi
- Some machines with Unity, Blender, Audacity and various other development tools.
- Dice, tokens, card and sharpies for board games and paper prototyping.
- Balloons to write your team name on!

Facilities

- Toilets
- A floor to sleep on (no beds!) - over 18s only

Food

- Free pizza Friday evening
- Breakfast (fruits and pastries) on Saturday and Sunday morning
- Light snacks throughout the weekend

The site is open for the whole 48 hours, although there is no obligation to stay throughout: you can come and go as you please (though read the participant information for information on door access).

Getting Online (Via WiFi)

- If you're a student, login to Eduroam with University credentials.
- If you're a guest and have your own laptop, login to WiFi-Guest using a Cloud account.
- If you're a guest and are using the lab's computers, see us for a guest account, then login to Eduroam using those account credentials.

Registering for GGJ

- Go to <http://globalgamejam.org/user/signup/to>
- Select "Participate in a Jam"
- Complete registration
- Go to <https://globalgamejam.org/2023/jam-sites/university-southampton-ggj23>
- Click "Join This Jam Site"

Uploading Your Games

All games need to be uploaded to the Global Game Jam website before the Jam is complete. All of your content, including the executables, source code, assets, makefiles and anything else needed to compile your game should be uploaded by 3pm Sunday at the latest.

To upload your game:

- You must be registered as a jammer, and have joined the Southampton jam site!
- ONE AND ONLY ONE person from your team needs to upload the game.
- Start your game project by clicking "Upload a Game", entering the info and hitting save. This should be done by Saturday (ideally Friday!)
- Find your game under "My Game"
- Add your fellow team members to the game's page.
- When ready, upload your game files. They must be in a single zip file.
A template directory structure is available at
http://ggj.s3.amazonaws.com/GGJ_directory_structure.zip
- **More info is available at bit.ly/ggj-instructions (or scan the QR code on the right)**



If you made a board game:

Upload instructions are available at

<https://global-game-jam.gitbook.io/ggj-manual/during-the-event-itself/creating-projects-and-uploading-games/board-game-uploads>

Acquiring Food

There are lots of local takeaways on Burgess Road, if you want recommendations feel free to ask an organiser!

We'll also be providing tasty pizza on the Friday, as well as some small snacks and breakfast on the Saturday and Sunday. The rest is up to you!

Social Media Hashtags

#SotonGameJam - The official hashtag for our site!

#GGJ and #GGJ23 - Official hashtags for the Global Game Jam!

Extra Resources

Helpful resources provided by Global Game Jam and their sponsors:

<http://globalgamejam.org/jammer-resources>

Digital Arts and Game Development Society (DAGsoc)

DAGsoc aims to promote and share digital art and game development on and off campus. With monthly art challenges, game jams, expo-type events and excursions, we welcome everyone who is interested in not only game development, but all forms of digital art!

Some of our previous events and challenges include:

- Charity Game Jams!
- "Draw this in your own style" Challenge
- Art nights!
- "Design your own pokemon" Challenge
- Film nights!
- And more!



All students are encouraged to join, regardless of what subject they are studying or their experience!

Find out more at https://linktr.ee/uos_dagsoc

Want to help organise next year's Southampton Game Jam as well as many other cool events? Make sure to nominate yourself in our upcoming elections this May and be part of the 2023/24 committee!

Stay in touch!

Southampton Game Jam



Discord <https://discord.com/invite/8HBwfVM>



Twitter [@sotongamejam](https://twitter.com/sotongamejam)



Facebook [/southamptongamejam/](https://facebook.com/southamptongamejam/)



Website <http://southamptongamejam.org/>

Digital Arts and GameDev Student Society



Discord <https://discord.com/invite/Snhmz2C85X>



Instagram [@uos_dagsoc](https://instagram.com/uos_dagsoc)



Facebook [/UoSdagsoc/](https://facebook.com/UoSdagsoc/)



Website <https://dagsoc.com/>

exabyte
GAMES



University of
Southampton



Digital Art and
Game Development Society

**SOUTHAMPTON
GLOBAL
GAME JAM**



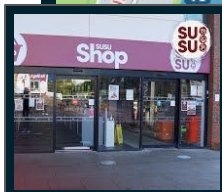
Useful Locations

**Building 2
(Room 1083)**
Registration
and talks

Lower ground entrance



SUSU SHOP
Convenience
Store



**Burgess Road
Food**

**Building 16
Upstairs Lab**



Access to Building 16

Building 16 (the main Game Jam building) will only be accessible by ID card throughout the weekend, starting from 6pm on Friday.

The doors will be opened on the hour and at 10 past each hour. Please coordinate your excursions to be ready to leave and arrive at this time. If you're not ready to enter/exit, you'll need to wait for the next opening.

Additionally, between 7am and 10pm, the door will be opened at 35 minutes past each hour.

In an emergency, or if you find the doors are not opened at these times (check the sign on the door), speak to or call one of the organisers.

Hours	Minutes past the hour
00:00-07:00	00 10
07:00-22:00	00 10 35
22:00-00:00	00 10