



**SOUTHAMPTON GAME JAM\_**

# **Southampton Game Jam 2020 Participant Information**

[admin@southamptongamejam.org](mailto:admin@southamptongamejam.org)

<https://southamptongamejam.org>

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

## Important Phone Numbers

### Southampton Game Jam Phone Number

(USE THIS FIRST)

**07761 817921**

### Organiser Phone Numbers

- Tom - 07906 562829
- Callum - 07930 562453
- Jonny - 07485 096779

## In Case of Fire

Please familiarise yourself with evacuation procedures and exit points (shown on the map in this booklet).

1. Activate the nearest fire alarm
2. Leave the building using the nearest fire exit and proceed to the evacuation assembly area.

## In Case of Medical Emergency

Contact a volunteer or organiser as soon as possible. Volunteers and Organisers will be wearing recognisable lanyards. Otherwise call an organiser using the numbers listed above.

Remember, in an emergency, always dial 999

# Welcome Jammers!

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

So far, the Southampton Game Jam has run 5 events, with over 500 total attendees, creating 139 games in total. They're all still available online so feel free to check out the games from [2015](#), [2016](#), [2017](#), [2018](#), and [2019](#).

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

## Schedule

Friday	Saturday
15:00 Registration Opens in Building 58	
17:00 Opening Talk & Theme Announcement	17:30 Teams must be added to Global Game Jam website
18:00 Group Forming	18:00 Mini Showcase
19:00 Begin Jamming in Building 59	
	Sunday
	15:00 Submission Deadline
	15:15-17:00 Showcase + Voting
	17:00 Wrap up and closing talks

We recommend you subscribe to our calendar using your phone. You can do this by entering <https://southamptongamejam.org/calendar.ics> as the calendar URL. This includes locations and more details.

# Preparation

Try to prepare for the jam at least a few days 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 should probably start to get familiar with it before the Jam begins.
- 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
- 4-gang power strips (please don't bring your own).
- Some machines with Unity, Blender, Audacity and various other development tools.
- Dice, tokens, card and Sharpies for boardgames and paper prototyping.

## Facilities

- Toilets
- Showers (Not guaranteed this year - watch this space!)
- A floor to sleep on (no beds!) - over 18s only

## Food

**Unfortunately, food will not be provided this year.**

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 are 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/2020/jam-sites/university-southampton-ggj20>
- Click "Join This Jam Site"

## Activate software on lab machines

- Open the "System Center 2012" shortcut on the desktop
- Search the list for the software you need
- Click install

## 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.

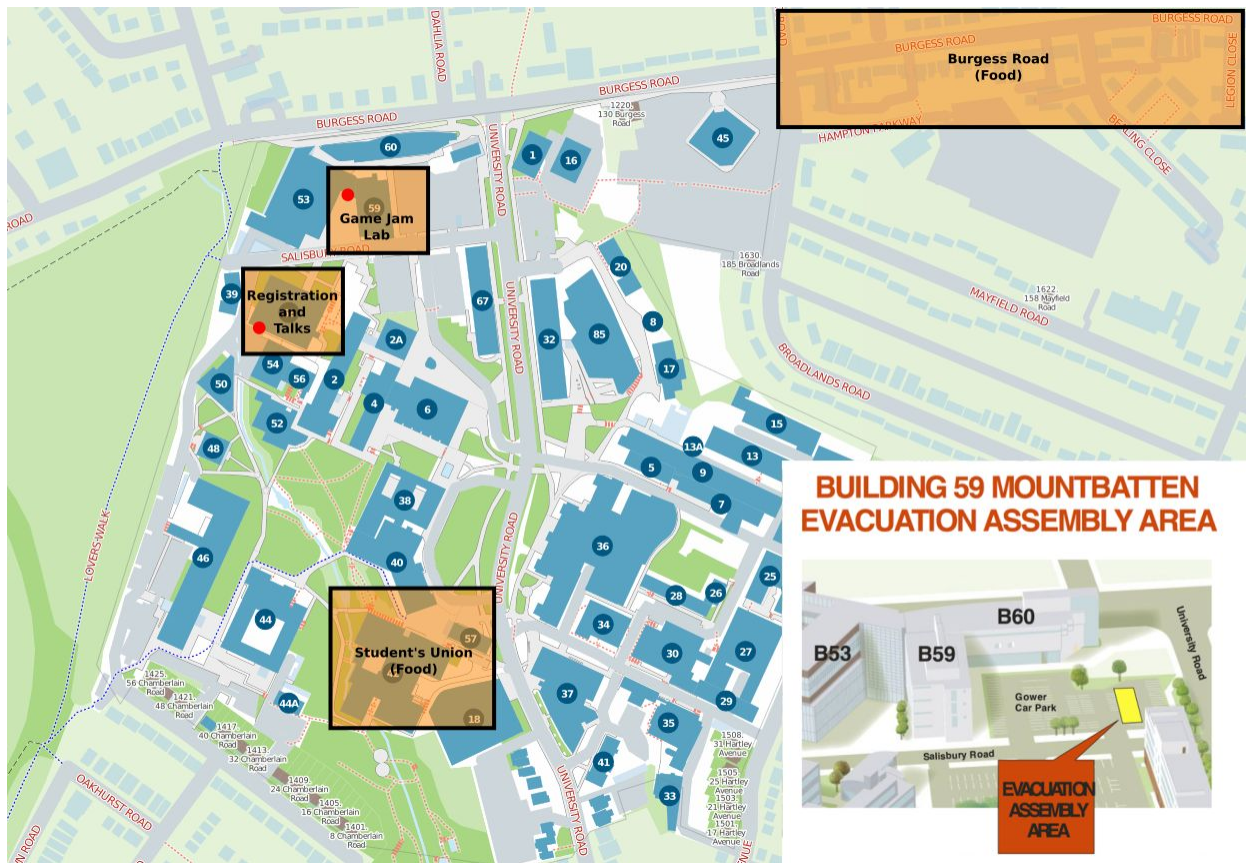
To upload your game:

- 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](http://ggj.s3.amazonaws.com/GGJ_directory_structure.zip)
- More info is available at <http://goo.gl/S1bXbE>

If you made a board game

- Upload instructions are available at <http://archive.globalgamejam.org/wiki/board-games>

# The Location



## Fire Exits

**Red arrows** show primary fire exits

**Orange arrows** show secondary fire exits, to be used only if the B53 alarm isn't sounding



## Access to Building 59

Building 59 (the main Game Jam building) will be only 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.

## Acquiring Food

A list of opening hours for local takeaways is available at <https://goo.gl/rsSHLC>. These should be accurate, but if anything is wrong, let an organiser know!

## Social Media Hashtags

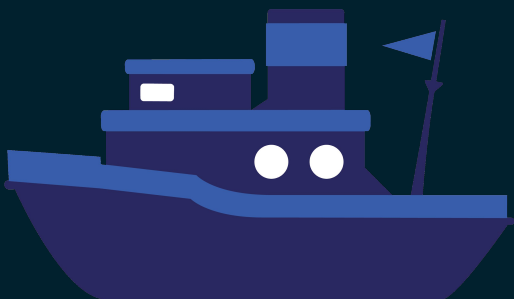
#GGJ20 - Official Hashtag

#SotonGameJam - The official hashtag for our site!

## Extra Information

Helpful resources provided by Global Game Jam and their sponsors:

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



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