

SOUTHAMPTON GAME JAM_

Southampton Game Jam 2026 Participant Information

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<https://southamptongamejam.org>

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

2026 Sponsors:



**University of
Southampton**

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!)

Our Jamming Top Tips!

Make sure to:

- Drink enough water
- Stretch your legs and get some air
- Get (some) sleep
- Wash (or Shower if you're able)!

Overnight stays

If you're jamming with us overnight, make sure you **sign up with an organiser before 10pm!**

If you change your mind and want to head home, that's fine, just make sure to **tell an organiser before you leave**

There are residents sleeping nearby, so overnight, please be extra **quiet** and **courteous**

Welcome Jammers!

Welcome to the 13th Southampton Game Jam – it's great to see you!

So far, the Southampton Game Jam has run 12 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](#), [2023](#), [2024](#), [2025](#)

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.



Emergency Contact Number: 023 8059 3311 (Ext. 23311)

Non Emergency Contact: 023 8059 2811 (Ext. 22811)

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/jam-sites/2026/university-southampton>
- 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 #GGJ26 - 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!
- Art nights!
- Film nights!
- "Design your own pokemon" Challenge
- ScratchJam!
- And more!



All students are welcome 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 2026/27 committee!

Stay in touch!

Southampton Game Jam



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



Bluesky [@sotongamejam](https://bsky.app/profile/sotongamejam)



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



Website <http://southamptongamejam.org/>

Digital Arts and GameDev Student Society



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



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



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



Website <https://dagsoc.com/>



University of
Southampton

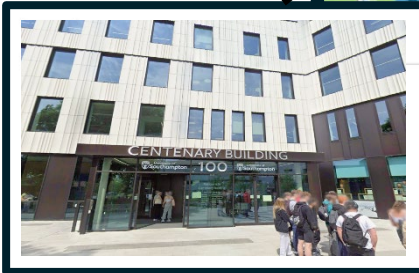


Digital Arts and Game
Development Society

Useful Locations



B60 (West)
Jamming!



B100 Room 1001
Opening talks



Burgess Road
Takeaways &
Supermarkets

Parking
Free after
Friday 17:00

SUSU SHOP
Convenience store



Access to Building 60

Building 60 (the main Game Jam building) is only accessible with an ID card – so organisers will open the doors for you.

To leave, just ask an organizer to open the door for you.

To get back in, **organisers will check the main door every 30 minutes from 07:00 – 23:00** (or you can grab our attention through the big window!)

From 23:00 – 07:00, we **cannot** guarantee the doors will be opened.

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.