



Media Release: For Immediate Release

Global Game Jam coming soon to record 84 countries!

CALIFORNIA, 30 DECEMBER 2015; [Global Game Jam](#) (GGJ) is the world's largest on site game jam is breaking its own records with 84 countries already registered to take part in the eighth Global Game Jam which kicks off on 29 January 2016.

In January 2015 there were 518 sites across 78 countries, with well over 20,000 participants making games in under 48 hours, all based on a theme announced at the start of the jam.

Global Game Jam is still accepting site registrations and is tracking than ever in 2016, with 474 sites in a record breaking 84 countries already confirmed. Eight new countries have joined the ranks of countries involved in the massive game development event; Estonia, Kuwait, Lebanon, Nepal, Palestinian Territories, Paraguay, Ukraine and Vietnam

The organizers of Global Game Jam have announced the keynote speakers for 2016; [Media Molecule Studio Director, Siobhan Reddy](#), and author [Ramez Naam](#). Reddy is well known as the Studio Manager for Media Molecule, developers of PlayStation's smash hit *Little Big Planet*, and *Tearaway*, who are currently finishing *Dreams* for PlayStation 4. Naam's inclusion is a departure from tradition. He is a professional technologist and science fiction writer, whose book *More Than Human: Embracing the promise of biological enhancement* reviews new technologies and investigates human enhancements.

"We think the combination of a top-notch game developer and a science fiction writer, combined with the yet to be announced theme, will set the stage for another memorable weekend. We are looking forward to seeing what jammers come up with this year, it's always astounding discovering the range of games that can be created over a single weekend based on a common theme. We have people working hard all over the world to make games creation events in over 80 countries, all with their own different flavour but sharing the common goals of innovation, experimentation and collaboration."

"Today we've launched the [teaser trailer](#) for Global Game Jam 2016 and we hope it inspires people to get involved with their local GGJ sites." said Global Game Jam Executive Producer, Giselle Rosman.

[Global Game Jam is made possible by its sponsors](#), including; Unity, Defold Engine powered by King, Facebook, Intel, and volunteers across six continents.

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Resources:
Global Game Jam Press Kit: <http://globalgamejam.org/presskit>
Teaser trailer: https://www.youtube.com/watch?v=m53tw3BHo_I