



FOR IMMEDIATE RELEASE

Global Game Jam Partners with Game Developers Conference to Offer Scholarships to GGJ Volunteers

SAN LUIS OBISPO, Calif. (November 4, 2016) – Global Game Jam® (GGJ), the world’s largest game jam event taking place in physical locations across the globe, announced today that it has partnered with the Game Developers Conference® to offer 25 Global Game Jam volunteers an all-access pass to GDC 2017 in San Francisco, CA on March 1-3, 2017.

For three years in a row, the Global Game Jam and Game Developers Conference have offered scholarships to GGJ organizers, regional organizers or other volunteer affiliates with a goal of reward those participants from underrepresented regions of the world and countries where none or few GGJ sites normally participate. The scholarships give participants an opportunity to further their career development through networking and on-site learning at GDC, the world’s largest forum for the game development community to come together and share ideas.

“Last year, we we’re able to offer scholars from Cuba, Zambia, Pakistan and a number of other areas the opportunity to attend GDC” said Gorm Lai, president and founder of the Global Game Jam. “By offering these scholarships, we hope that our volunteers are able to bring the information that they learn from the conference to grow their local game development communities and further their own careers.”

Interested parties can apply for a scholarship by filling out a [short application and survey](#). The deadline to apply is December 1, 2016 and decisions will be made by the GGJ scholarship community as early as January 1, 2017.

About Global Game Jam®

Founded in 2008, the Global Game Jam® (GGJ) is the world's largest game jam event taking place around the world at physical locations. Since hosting its first event in January 2009, the Global Game Jam as grown to over 630 sites in 90+ countries, with as many as 30,000 developers coming together to create games under an event-wide theme in less than 48 hours. The event is managed by Global Game Jam, Inc., an International non-profit with an IRS 501c3 charitable designation. GGJ is a volunteer-run and international non-profit organization based in San Luis Obispo, California that has been built upon the very hard work of its leadership, site organizers and participants. For more information, visit www.globalgamejam.org or follow GGJ on [Twitter](#), [Facebook](#), and [YouTube](#).

About The Game Developers Conference®:

The Game Developers Conference® (GDC) is the world's largest professional game industry event. The 2017 conference marks the 31st edition of GDC, making it the longest-running event of its kind. Presented every spring in San Francisco, it is the essential forum for learning, inspiration, and networking for the creators of computer, console, handheld, smartphone, tablet, mobile, and online games and creators of virtual and augmented reality for games and entertainment. GDC attracts over 27,000 attendees, and is the primary forum where programmers, artists, producers, game designers, audio professionals, business decision-makers and others involved in the development of interactive games and virtual reality gather to exchange ideas and shape the future of the industry. GDC is produced by UBM Game Network, a division of UBM Americas.



Media Contacts

Tyler Kizner

press@globalgamejam.org

(207) 713-6722