

The 1<sup>st</sup> Annual Workshop on Game Jams, Hackathons and  
Game Creation Events

Co-located with the 10<sup>th</sup> International Conference on the  
Foundations of Digital Games

June 22 - June 25, 2015

Asilomar Conference Grounds in Pacific Grove, CA

## **Welcome from the organisers**

Welcome to 1<sup>st</sup> Annual Workshop on Game Jams, Hackathons and Game Creation Events Jam held co-located with the 10<sup>th</sup> International Conference on the Foundations of Digital Games.

Game jams, hackathons and similar group game creation events have become increasingly popular. They provide convenient environments for collaborative game development throughout the world. These events are run in a variety of ways, formats, and have differing time constraints. However, what they have in common are new and exciting opportunities for education and research.

The interest in studying game jams has reached significant levels. Such research has been evolving for the past few years, extending and modifying existing methodologies used to understand the complexities of game development within a rapid-prototyping framework. This working group aims to build on previous scholarly activities including: Game Developers Conference (GDC) presentations and panel discussions 2009-2013, Digital Games Research Association (DiGRA) 2013 round-table, the Global Game Jam (GGJ) workshops at the Foundations of Digital Games (FDG) Conference in 2013 and 2014, and the CHI 2014 Game Jam [4 Research] workshop. This working group, closely associated with the Global Game Jam Community, will bring together academics from these various consortia to discuss and to further the understanding of game jams and the potential they offer participants and academics.

We would like to thank our sponsors, the Global Game Jam, Intel, and the Foundations of Digital Games for hosting our workshop. We would also like to thank the reviewers who helped with providing valuable feedback.

Co-chairs

**Allan Fowler**, California Polytechnic State University, USA

**Foad Khosmood**, California Polytechnic State University, USA

Program committee

**Alexander Zook**, Georgia Institute of Technology, USA.

**Johanna Pirker**, Graz University of Technology, Austria.

**Mirjam P. Eladhari**, University of Malta, Malta

**Nia Wearn**, Staffordshire University, UK

## List of accepted papers:

Allan Fowler, Gorm Lai, Richard “Brad” Hill, and Foaad Khosmood.	Trends in Organizing Philosophies of Game Jams and Game Hackathons
Michael Cook, Gillian Smith, Tommy Thompson, Julian Togelius, and Alexander Zook.	Hackademics: A Case for Game Jams At Academic Conferences
Ryan Locke, Lynn Parker, Dayna Galloway and Robin Sloan.	The Game Jam Movement: Disruption, Performance and Artwork
Bobby Law and Brian McDonald.	Game Jams: How can they influence Software Development Curricula?
Emil Kjæhr, Jane Hvid, Henrik Schoenau-Fog, and Lars Reng.	From Jam to Start-up - A framework to support entrepreneurship at game jams and production oriented workshops
Johanna Pirker and Kimberly Voll.	Group Forming Processes - Experiences and Best Practice from Different Game Jams
Walt Scacchi.	Case Studies and Practices in Local Game Jam Software Development Organization: A Software Engineering Perspective
Annakaisa Kultima	An Autopsy of the Global Game Jam 2012 Theme Committee Discussion: Deciding on Ouroboros