Sault College News Release
For immediate release

Sault College's Got Game

(Sault Ste. Marie, ON January 23, 2013) Do you have what it takes to handle the world's largest video game jam event? On the week-end of Friday, January 25th to Sunday, January 27th, Sault College invites local gamers to join students from the College's popular Video Game Art program as they participate in the Global Game Jam (GGJ), the world's largest game jam event.

The event brings together talented individuals in our community as they create a global buzz in games by exploring the process of game development through programming, design, narrative exploration or artistic expression. Participants work collaboratively with developers around the globe rallying around a central theme and every team has 48 hours to create a game that embodies that theme. The condensed 48-hour development cycle is heavily focused on programming, although there are many other areas where people who have little code experience can contribute to the making of a game.

"The Global Game Jam is a way for the world to come together, be creative, share experiences and express ourselves in a multitude of ways using video games," notes Matias Kamula, Instructor in the College's Video Game Art program. "It's universal and dynamic. The jam is always intellectually challenging and allows us to explore new technology tools, new roles in development and testing our skills to ensure proper design. We literally create a new video game in the time span of 48 hours."

The jam involves groups gathering on late Friday afternoon to view a short video announcing the secret theme. All sites worldwide are then tasked with creating and completing a game based on the theme to be presented by Sunday afternoon.

Although having computer skills is helpful, code experience is not necessary. Designers, developers, artists and anyone willing to try to create something that hasn't yet existed is welcome to join what is sure to be a unique and memorable weekend event. The event runs Friday January 25th beginning at 3:00 p.m., Saturday January 26th and Sunday January 27th beginning at 7:00 a.m.

Final games can be viewed online at the Global Game Jam website for the world to see and play. All games created locally will contain an SSM tag. If you would like more information about this event or would like to learn more about the Video Game Art program at Sault College, contact Matias Kamula at the College at Matias.Kamula@saultcollege.ca

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About Video Game Art at Sault College
Sault College's two-year Video Game Art program emphasizes art creation and production. Students design and model 2D and 3D game assets on advanced state-of-the-art equipment. Initial semesters pay special attention to traditional arts in recognition of important skills that provide a foundation for digital art skills. Each semester has at least one class outside art production, covering other areas crucial to a game artist's development. By the final semester, studio style digital art production is heavily emphasized in preparation for the students entering the workforce. Visit our website at www.saultcollege.ca to learn more.

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