

The 2nd Annual Workshop on the Global Game Jam

Co-located with the 9th International Conference on the
Foundations of Digital Games April 3-7, 2014
Sailing from Ft. Lauderdale, FL

aboard Royal Caribbean's Liberty of the Seas

Welcome from the organisers

Welcome to 2nd annual workshop on the Global Game Jam held April 3-7, 2014, co-located with the 9th International Conference on the Foundations of Digital Games. The Global Game Jam (GGJ) is the world's largest game development activity. Every year since 2009 thousands of computer game enthusiasts participate in this forty-eight hour challenge to make games around the same theme.

The event provides a unique opportunity to study and understand people, processes, and products; the three P's of game development to explore innovation, collaboration and experimentation. The interest in researching the GGJ community has been evolving for the past few years, extending and modifying existing methodologies used by the academics and researchers to understand the complexities and practicalities of developing a video game within a specified time and theme. In this workshop, we plan to investigate the various aspects of the GGJ, directly or indirectly. The plan is to bring together academics and Game Jam organizers to discuss and understand the considerable potential that the GGJ offers participants, academics, and organizers. This workshop has two papers discussing different aspects of the GGJ. Each paper received two reviews and was approved by Allan Fowler – the Program Chair. The primary goal of this workshop is to foster discussion at all aspects of the Global Game Jam and strengthen the community of academics and researchers who are interested in the pedagogic potential of game jams. We would also like to thank the reviewers who helped with providing valuable feedback:

Allan Fowler, Waiariki Institute of Technology, New Zealand

Ali Arya, Carlton University, Canada

Organising committee

Allan Fowler, Waiariki Institute of Technology, New Zealand

Foad Khosmood, California Polytechnic State University, USA

Susan Gold, Northeastern University

Mirjam P. Eladhari, University of Malta, Malta

Ali Arya, Carlton University, Canada

List of papers:

Contextualising nonattendance of eligible students to Global Game Jam locations

Nia Wearn, Bobbie Fletcher, & Katy Vigurs

Procedurally Generated, Adaptive Music for Rapid Game Development

Timothy Adam, Michael Haungs, & Foaad Khosmood