

- The GGJ Diversifiers for 2018 are out: <https://globalgamejam.org/news/ggj18-diversifiers> These are optional challenges to implement in your game.
- This year we are celebrating 10th year of GGJ around the world. Our Jam site is proud to be one of the 53 locations in the first year (2009), continuously running all these years, and the oldest active game jam or hackathon in Ottawa. The GGJ is celebrating this anniversary with a series of activities (<https://globalgamejam.org/news/ggj-10th-anniversary>) including a book (<http://book.globalgamejam.org>). I encourage you to share your videos, photos, and stories on our Facebook page (<https://www.facebook.com/groups/32945587625>) so we can organize them and submit for entry to the book and GGJ YouTube channel.
 - We are making a video documentary about the GGJ-Ottawa. The video follows Jammers from the days prior to the Jam, through the event, and after. If you have something to share, we'll be happy to see it!
- The labs allocated to the GGJ have a capacity of 60. Right now we are at 135 Jammers and increasing. While this support and enthusiasm is highly encouraging, I'd like to point out that:
 - If you are a Carleton student, you may work in other labs you have access to.
 - There is no space for setting up equipment like HTC Vive.
- Our Jam location is Azrieli Pavilion, at Carleton University. See the map here: <https://carleton.ca/campus/map>
 - We use two labs: AP-236 and AP-136.
 - Parking is not free on campus :-)
 - Sleeping is not allowed anywhere in the building, although you can stay overnight to work.
 - The doors to buildings will be locked from 11pm to 7am. If you leave the rooms, you may not be able to get back in unless there is someone inside who can open the door.
- The Jam will start at 5pm on Friday January 26th by showing a keynote video and presenting the theme for this year. This will happen in AP-236.
 - The rooms will be available from 3pm. Plan to be here soon enough to set up and sign in.
 - The sign-in sheet is attached and will also be available in hardcopy at the room.
 - The theme will have to stay a secret until all sites have started, so please don't share until Saturday afternoon.
- The lab computers have the following spec:
 - i7 CPU with 32GB RAM
 - Two 24' monitors in AP-236 and one in AP-136
 - Nothing can be unplugged!
 - No new software can be installed!
 - Software:
 - Windows 10
 - MS Office
 - Visual Studio 2015
 - Unity 2017
 - Unreal Engine 4
 - Eclipse
 - Adobe Creative Cloud
 - VLC Player
 - WinSCP
 - Google Chrome
 - JDK

- Other common programs
- You will receive username/password to log into computer and WiFi.
- All participants need to register at GlobalGameJam.org and join our site: Ottawa Game Jam
 - One participant from each group needs to create a game/group. The other members will be added to this group.
 - Groups have to be created by Saturday afternoon.
 - Games have to be uploaded through the group at GlobalGameJam.org
 - **You may attend the Jam individually or with an existing group. If not in a group, you will need to join a group on site or form a new group.**
- We will provide Dinner on Friday, three meals on Saturday, and breakfast/lunch on Sunday.
 - Food is also available on campus at various locations.
 - **Please make sure all your team members have registered and joined the site as early as possible. We need to order food this week!**