

GGJ Information for Participants

Carleton School of Information Technology, Ottawa

Useful Links:

- GGJ-Ottawa website: <http://ottawagamejam.org>
- Discord server: <https://discord.gg/k8ZN4JDSYw>
- GGJ website: <https://globalgamejam.org>
- Registration: <https://globalgamejam.org/jam-sites/2024/carleton-school-information-technology>
- Jammer Resources: <https://globalgamejam.org/jammer-resources>
- Code of Conduct: <https://globalgamejam.org/code-conduct>
- GGJ Diversifiers: TBD

Location:

- Our Jam location is Azrieli Pavilion, at Carleton University. See the map here: <https://carleton.ca/campus/map>
- We use two rooms: AP-236 is the primary location where we have the sign-in forms and show the keynote video/theme.
 - AP-238 is used as quiet space.
 - AP-134 is used as overflow space.
- Parking is not free on campus :-{
- Sleeping is not allowed anywhere in the building, although you can stay overnight to work but we don't recommend that.
- The doors to buildings will be locked from 11:00pm to 7:00am. If you leave the rooms, you may not be able to get back in unless there is someone inside who can open the door.
- 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.

Schedule:

- The theme will be announced globally by GlobalGameJam.org on **Jan 20th**. It is not a secret.
 - You can start forming teams, working on your ideas, preparing your pipeline, etc, but we do not recommend starting the actual development until the start time of our local event.
- Our Jam will officially start at **5pm on Friday, January 24th**, by showing a keynote video and presenting the theme for this year. This will happen in AP-134.
 - The room will be available from 3pm. Plan to be here soon enough to set up and sign in.
 - The **sign-in form is required** and will be available electronically on Discord and will also be available in hardcopy at the room.
- We start wrapping up at **3pm on Sunday, January 26th**. All teams need to upload their games to the GGJ servers by 5pm, and have at least one station in AP-236 to demo the game between 3 and 5pm.
- The event will end at **5pm on Sunday, January 26th**.

Participation:

- Participation is free and open to anyone who is 18 years old or older, or have a written permission from their guardian parents (16-18), or is accompanied by the guardian (below 16, having the sign-in form signed by the guardian).
- To submit your games:
 - All members have to sign in and join our GGJ site
 - One member has to start a game project/team on the GGJ site (**Carleton School of Information Technology**) by Saturday

- Others will join that project/team
 - On Sunday, use the GGJ team and upload the game
- We communicate with the participants through email and our Discord server (<https://discord.gg/k8ZN4JDSYw>).
- There may be other events in parallel such as game night on Friday. Information will be shared on Discord.
- There is a channel on Discord for those who are looking for teammates.

What's Provided:

- The lab computers have i7 CPU with 32GB RAM and typical software (Windows 10, Visual Studio, MS Office, Unity, Unreal Engine, media players, browsers, etc)
 - Nothing can be unplugged!
 - No new software can be installed!
- You will receive username/password to log into computer and WiFi.
- No meal is provided but there are food venues on campus.

Contact:

- If you need any more information or help, please contact us on Discord. Alternatively, you can email Ali Arya (arya@carleton.ca).