Jam Planner

Example- Ukie Student Game Jam 2025

Jam Type What will students be doing in this jam? Is this just to come up with ideas or pitches, a full digital game, a board game etc? Define your jam here!	Students from different colleges and universities will form teams to create a playable game demo from scratch. Teams are welcome to use free open-source assets and Generative AI for some components of the game, where they feel they may lack the skills to do the work themselves. If using open-source assets, it must be correctly referenced and if students are using GenAI they must disclose how and why.
Date When will this jam take place?	9am Thursday 13th – 5pm Friday 14th March 2025
Jam Length How long will students have to finish their project	32 hours
Where is this jam? Will students be working on their projects solely in the classroom, or can they work at home too?	As this jam is across multiple institutes, it is a fully remote jam with students, mentors and faculty connected in a private Discord server. Faculties were encouraged to provide working spaces for their students

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Submission Format How should students submit their work?	Games should be submitted to the dedicated itch.io game jam page and should be playable on Windows. Game must have a short blurb, and students are encouraged to include a screenshot and video of gameplay to fill in the itch.io page.
Theme What is the theme that projects should adhere to?	Contrast
Participant Demographics How many students do you expect to take part? Is this aimed at a specific group of students? This will help inform number of teams and their structure	This jam is open to Ukie Student Members only. We expect two hundred students across multiple colleges and universities, students must be over 16 to participate.
Team Structure How many students are in each team and are there specific roles to be filled?	Students can form teams of up to six and should come up with a name for their team. However, despite the option for students to work alone, faculties are encouraged to avoid solo jammers where possible, simply to reduce labour costs on the faculty and to ensure there are sufficient industry mentors for all teams.
Extra Conditions What extra parameters do the students need to fulfil when making their projects?	None for this jam

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Judging Is there a competition element to this jam? How will students' projects be judged or marked? Will there be prizes available for the winners?	This is a competitive jam with three award categories: • Winner • Technical Achievement • Outstanding Design All submitted game demos will be played by the Ukie Shortlist Selection Panel, who will decide on a shortlist of up to 10 games, based on the judging criteria. Then our panel of industry judges will play through the shortlisted game demos and select the award winners. Submitted games will be judged by the following criteria. • **Concept.** Does the game match the theme? • **Creativity.** Is the game creative and unique? • **Playability.** Is it fun and compelling to play? • **Polish.** Does it feel like a finished game demo? • **Visuals.** Does the art style suit the game? • **Sound.** Does the audio suit the game? **Technical Achievement** will be awarded to an innovative or technically ambitious game that is delivered to a high level of quality and polish. **Outstanding Design** will be awarded to a game that stands out for its mechanics, flow, aesthetics, or progression systems.
Extra Notes	All participating teams will get a food delivery voucher to fuel you through the Jam, plus written feedback on your submitted game will be available after the Jam upon request. Students retain all ownership of their games Students may prepare a repo before the jam, but no work can begin on the project until the time begins