

# Emotional Game Jam Rules

## Organizers and jury

**The emotional game jam is a video game competition proposed by the University of Laval 3Di-UCO.** It will take place during the event of the Emotional Game Awards<sup>1</sup> which rewards the creation of video games that conscientiously try to convey emotions through interactivity. These awards bring together an international jury of professionals and experts in video games and virtual reality. This jury will also hand out the prizes for the emotional game jam. **So it is an opportunity for all the young and the not quite so young video game creators to submit their project to the expertise of these professionals and of course to have a great time all together.**

## Participation and registration

**Wherever you live**, if you are over 18 years old, you can participate in this contest, whether you are **student, professional or non-professional**. You can register as a team (composed of 4 people maximum) or alone. For participants who register alone there is no possibility during the game jam to compose a team with other participants who have enrolled on their own. Teams should be composed at the time of registration.

You can register by visiting the <http://www.emotionalgamesawards.com> site. Listings are free but are limited by the number of places available on the site<sup>2</sup>. But don't worry, you still have the opportunity to participate from home, or from your school... You then only need an internet connection and a Skype address which allows organizers to communicate with you during the course of the competition. **This year the registration is open until Sunday, February 7, 2016.**

## Proceedings during the competition

At the opening of the competition, **a main theme** is communicated to the competitors. Each team tries to design and produce a video game in response to this theme and bearing in mind that the reason for the jam is to meet all together to make video games in which emotions have an essential place.

**Secondary themes** are added throughout the competition. Both a source of inspiration and constraint, they absolutely must all be integrated into your game.

The teams may use **any technique and tool** (pixel art, 3D, movie, photo, drawings, stop motion, model paper, etc...), **it is the quality of the emotional investment of the player which is valued, but also the memory impact that is generated by the quality of these emotions.**

So, you are free to use the game engine of your choice provided that it is obtained in a lawful manner.

The game must be entirely designed and created during the time of the game jam, no preconceived element can be used; that is why teams are accountable for the progress of their work every 2 h via the Emotional Game Jam forum (access codes will be provided to the teams before the start of the competition).

All teams must provide at the end of the jam an executable file with a text file explaining how to install and use the video game. The file supplied must be compatible with a standard PC equipped with windows 7, 8 and 10, and a latest generation video card.

The contest lasts 40 h.

**The game jam begins this year on Wednesday, February 10, 2016 at 7 pm and ends on Friday, February 12, 2016 at 11:00 am. Welcoming participants from 5 pm.**

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<sup>1</sup> The Emotional Games Awards is an event created and organized by Erik Geslin - researcher and director of research in the fields of video games and virtual reality - and Laval 3Di- UCO

<sup>2</sup> Laval 3Di-UCO, 25 rue du Mans, 53000 LAVAL.

## Prizes

The jury of the Emotional Games Award distinguishes the team that offers **the best emotional game**. The award is presented at the Emotional Game Awards ceremony.

Furthermore a jury composed of members of the University Laval 3Di – UCO will attribute at the Festival's closing<sup>3</sup> of the Emotional Game Awards, three other awards:

-The prize of the **best emotional game**. Each Member of the team winning this award receives as a gift a Steam card with a value of €50.

-The prize of the **best emotional graphic design**

-The prize of the **best emotional mechanics of game**

For these two prizes, each member of the winning teams receives as a gift a Steam card worth €30.

## Communication and rights

As soon as they take part in the competition, each entrant grants the Emotional Game Jam to use free of charge, in the context of the communication of the event, the name of the team and the game. In the same way everyone accepts the broadcast of their photographic and video image insofar as it is taken on the site, during the competition.

This regulation is subject to french law, and is available on the website of the Emotional Game Awards<sup>4</sup>.

Participation in the Emotional Game Jam implies acceptance by each participant of the said regulations.

## Practical information

Remember to bring everything necessary for the conception of your game (pen, felt, markers, sticky, sketchbook), as well as the equipment you will need depending on your speciality (laptop, graphic tablet, camera, etc). We provide no other equipment than computers (minimum 2 per team), scanners (1 per team) and an internet connection.

Throughout the competition coffee and tea will be freely available, remember to bring enough food for yourself to last throughout the game jam !

A room with a few mattresses is at your disposal, don't forget your duvet.

There's no shower on-site.



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<sup>3</sup> This year the festival takes place at 9:30pm at the bar "Le Duplex", 6 allée de Cambrai, 53000 Laval.

<sup>4</sup> <http://www.emotionalgamesawards.com/>