Get Jamming!

Aspiring developers create a video game in a weekend

The Train2Game 48 hour Game Jam took place from March 25th through to March 27th 2011. During the event the Train2Game blog caught up with both students and crew. The following is an interview with Train2Game Jam second in command Lee Davis which took place half way through the event. The interview will also be available to listen to at www.audioboo.fm/train2game.

All proceeds from the Train2Game Game Jam will go to The Prince's Trust.

T2G: We're about halfway through the Train2Game Game Jam, how are you finding it so far?

DAVIS: Yeah, it's good! It's frantic, it's a little bit mad; it's everything I was expecting and quite a few things I wasn't. But the one thing I was expecting was to be absolutely exhausted, and the fact that I don't feel absolutely exhausted is a sign that I'm having fun. It's good to meet everybody as well and just do what we want to do.

T2G: The theme is *Sherlock Holmes.* Were you surprised by the theme? And what idea have you come up with around it?

DAVIS: The theme was a bit of a surprise. I think we were all expecting something a lot less specific, so in a way it was a good thing because we have to focus a little bit more on a very specific area rather than in one everyone can get a completely different game on. In terms of what we've done, we had quite a few ideas, but we came back to the idea of a mini-game – sort of Professor Layton type thing – which started off in one form and over the course of the last 24 hours has changed two or three times, and now we're at the final it's more like an interactive story type set up. But yeah…it's coming along after a few hairy moments to start with, we've picked it up and - touch wood – we should be ok for finish.

T2G: So what have those hairy moments and whole short development time taught you about Game Development?

DAVIS: You can plan as much as you like and things go wrong I think. We had a bit of an issue – initially it was a silly little thing – we'd all been up a while. I think the excitement builds, you start work and then you get stuck in something that's so simple and it took us 7 or 8 hours to solve something that was really, really, simple. And from when we solved that we've managed to crack on. I think the key thing is when you actually get on a good run and things are going the way that you want them to, it's a blast.

T2G: And do you think this whole experience is benefitting you in terms of getting a career in the games industry in future?

DAVIS: I hope so! It's good that it's something you can put on your CV. It's something that you've done, you've been through the experience, you've tried to produce a game in 47 hours – as it is obviously we lose an hour tonight [due to Daylight Saving Time] – but yeah it's working with a team, it's getting to work with other people, knowing how they work and applying their skills to your skills and coming up with something everyone's proud of really.

T2G: Thanks Lee

Dave Sharp, Head of Placements and Incubators at Train2Game, added "Train2Game's Game Jam is for all those with a passion for gaming, a test of skill, creativity and imagination. A small group acting as a team exemplifies where games development is heading and the Game Jam model brings that together beautifully. I'm expecting to see some new and crazy ideas flow out of this event and prove that the participants are up to the challenge!"

About Train2Game

Created in 2008, Train2Game is the only online blended learning college that offers people the chance to qualify as a Games Designer, Games Developer, Games Artist & Animator or Games QA Tester with a TIGA Diploma and was created to meet the specific industry skills shortages as recognised by TIGA.

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