

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 Romana Khan 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: Hi Romana, we're here at the Game Jam. Can you begin by telling us how you're involved here?

KHAN: I am here helping basically run and organise the Game Jam along with Dave [Sharp, Train2Game Jam Organiser] so I am his sidekick/second in command if you will, just overseeing everything and making sure it's all going well.

T2G: We're a little over halfway through the Train2Game Game Jam, how's it been going so far?

KHAN: For the most part it's actually been pretty impressive, the teams have been doing quite well although there have been a few hiccups here and there, but that's expected and it kind of reflects the skill level in each team. Some are fairly... I guess they're beginners at the moment so they've experienced a couple of problems along the way, but it's been something they've been able to work through and overcome as well. So, on the whole it's actually been really good and really positive.

T2G: How have the Train2Game students taken to their first Game Jam? Some of have been up for more than 24 hours, how are they coping?

KHAN: They're actually doing pretty well. I was expecting some of them to start flagging around 1-2 a.m., but they've been powering through and their enthusiasm levels and energy levels they're keeping them up, so I'm definitely impressed. Nobody seems to be walking around with a frown or angry in any way shape or form, so I think they're enjoying it; but ask them this tomorrow when it comes to submission time and then ask them if they've really enjoyed it.

T2G: At the time of recording we're about halfway through and submission is tomorrow, what will the Train2Game students learn between now then as the deadline looms closer?

KHAN: [Laughs] They'll hopefully learn not to panic, that's going to be a key thing. I think the most important thing is sticking to the plan that they have – that was one of the things that we encouraged at the start – making sure they have a plan of action, then they try and stick to it the best they can. And so, they basically need to work as a team, work together, identify what needs to be done and make sure that come tomorrow they don't start adding new features in because they won't have enough time. So, if they've taken on board all the advice that was given to them at the start then they should be ok.



But they will literally learn how to work together in those last few hours and really pull through and be there for one another as well, that's going to be playing a big part. I think some of the team members will probably have to – I guess – help fill in some of the roles or help double up with other team members to make sure the job gets done.

T2G: And how will that benefit it the Train2Game students, having to fill in roles they may not be familiar with?

KHAN: It's obviously a learning process isn't it? So they're going to learn new skills which will hold them in good stead and along the way...they might be able to – from their own background – be able to shed some sort of knowledge that would help their team members. So, I think it's going to be a two way process where they're going to learn from the other person and the other person is going to learn from them as well. Hopefully they'll learn something positive as opposed to wanting to kill each other!

T2G: Thanks Romana

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.

