

ACM Fall 2023 Game Jam Theme:

Into This World

You've heard of "Out of this World" - it's actually a little overused. Now try *Into This World*! What I mean here is that the game should interact with *Our World* in some meaningful way.

You are **NOT** limited to a specific genre, time setting, etc. You just **need** to implement *Into this World* somewhere in the mechanics, story, or theme of your game.

There are *numerous* ways to interpret this theme, and it may be used with a *variety* of game types. Here are *some* of the *many* ideas for how you can approach this theme:

- Cesium 3D world model
- 4th wall breaks
- Desktop/file interactions
- Narratives
- Photo-realistic graphics

Again, these are just *examples* of some game styles and genres. The main thing is to get creative and have some fun with it.

For more help with brainstorming please make sure to attend the November 2nd event with Professor McKee!

Why "Into This World"?

I actually had something else in mind months before dropping this, but this idea came to me in a shower thought one morning and I thought it would be more fun than my original idea. With this theme, you still have the freedom to pretty much do whatever you want; it doesn't really force you into one idea. This also allows you to go at it from a variety of different angles. Maybe you're really good at 3D modeling and want to make your game take place on a model of Rowan? Maybe you're good at Cybersecurity and you know how to make your game interact with the computer. Maybe you're a good writer and make the story revolve around Rowan or break the 4th wall in clever ways. Ultimately this theme was chosen because there are many different ways to interpret it, and I am really interested in seeing the variety of unique ideas you all come up with!