

Call for Participation

3rd International Conference on Game Jams, Hackathons, and Game Creation Events (ACM)

March 18, 2018, San Francisco, California

gameconf.org

We are delighted to announce the third annual International Conference on Game Jams, Hackathons, and Game Creation Events (ICGJ 2018). ICGJ is an interdisciplinary conference for educators, researchers, professionals, and event organizers across various fields related to game jams and hackathons. This one-day conference is hosted at GitHub HQ in San Francisco on March 18, 2018.

This third conference builds on the previous two ICGJ conferences, as well as numerous workshops and discussions on the subject. The conference proceedings will be published in the ACM Digital Library.

Aims and Scope

Game jams and hackathons have become popular activities with their own unique culture and communities. Often held in confined spaces for a limited duration of time, these activities offer enormous technological and social benefits for their participants. Studies can be conducted around the technical creation aspect of the activity, as well as its social and educational dynamics. The research area now has a diverse and dedicated following of scholars. Previous research on games jams is available on gameconf.org.

Major topics of interest this year will include (but are not limited to) the following:

- Communication skills
- Community building
- Creativity
- Educational dimension of game jams and hackathons (formal or informal)
- Game design issues in game jams
- Game jam and hackathon attendance: who and why?
- Game jam and hackathon impacts
- Game jam and hackathon methodologies
- Game jam and hackathon resources and assets (art, animation, music, sound, etc.)
- Group dynamics
- Ideation

- Incentives and rewards in game jams and hackathons
- Learning in game jams and hackathons
- Makerspaces
- Rapid application development
- Team formation
- Theme development
- Tools and technologies

Paper Submissions

Original papers from above mentioned or related fields will be considered. Four categories of submissions are considered:

1. Original and unpublished research as full scientific papers
2. Late Breaking, Short and Position Papers
3. Reports of innovative game jam or hackathons
4. Game and showcase submissions of interesting games and projects developed at game jams and hackathons

Each full-length and short paper submission will undergo a double-blind review process. Reports and showcase submissions will undergo a single-blind review process. Papers accepted as full paper will be published by ACM in the ACM Digital Library. Papers and reports are submitted through EasyChair: easychair.org/conferences/?conf=icgj18

Relevant Dates

- **December 8th, 29th 2017:** Full Paper, Short Paper submission deadline
- **December 8th, 29th 2017:** Event Report abstract submission deadline
- December 29th, 2017: Invitation for complete showcase submission
- **January 19th, 2018:** Notification of acceptance of Full Papers
- February 2nd, 2018: Late-Breaking Papers, Project Showcases, Full Event Reports submission deadline
- February 12th, 2018: Notification of acceptance
- March 18th, 2018: Conference

Full, Short Scientific, and Position Papers

We invite contributions on all aspects of game creation events using scholarly methods. Descriptions of new algorithms, processes and scientific findings as well as empirical studies of implementations and applications are welcome. Submissions can be full papers about results from novel research (up to 8 pages long) or short papers describing works in progress (up to 4 pages long).

As the scholarship of game creation events and hackathons is in its very early stages, we also welcome submission of position papers on major themes or directions of this field. Though essentially opinion based, position paper submissions should nevertheless contain research with arguments fully supported by specific references. Position papers should be considered short papers for the purposes of length and submission system.

Late Breaking Work

We invite scholars to submit papers that are relatively complete, but depend on data from the 2018 Global Game Jam. These papers will need to be scientific and be well written. Papers will be reviewed on their relevance to the conference, clarity of writing and presentation, and their "in-progress" nature. Late breaking papers should be considered short papers for the purposes of length and submission system. Note: Only selected late breaking papers will be published in the proceedings.

Game Jam, Hackathon, and Event Reports

We invite event organizers to submit reports of innovative game jam or hackathon designs. We aim to provide a forum for presenting, sharing, and discussing interesting event concepts, approaches, and other elements of game jam and hackathon design. We are particularly interested in concepts to inspire organizers and educators to innovate new jam formats and improve existing strategies. First, abstract of event reports are submitted to enable early feedback. Innovative and interested concepts are then invited to submit a full report in form of an extended abstract (up to 4 pages), which will undergo a single-blind review process.

Game and Project Showcases

We invite game artifacts or innovative projects created during game jams and hackathons to be showcased. Our goal is to recognize games that best demonstrate what is possible to accomplish during a game jam or hackathon. Game and project showcases are submitted as report in form of an extended abstract (up to 4 pages).

Contact

contact us through icgj@globalgamejam.org

Conference Chairs

Johanna Pirker - Graz University of Technology, Austria (General Chair)

Lindsay Grace - American University, USA (Program Chair)

Allan Fowler - Kennesaw State University, USA (Publications Chair)

Foadad Khosmood, California Polytechnic State University, USA (Local Chair)

Program Committee

- Ali Arya, Carleton University, Canada
- William Crosbie, Raritan Valley Community College, USA
- Drew Davidson, Carnegie Mellon University, USA
- Christian Eckhardt, California Polytechnic State University, USA
- Allan Fowler, Kennesaw State University, USA
- Marcos Javier Gómez, Universidad Nacional de Córdoba, Argentina
- Lindsay Grace, American University, USA
- Xavier Ho, Design Lab, University of Sydney / CSIRO, Australia
- Alexey Izvalov, Kirovograd Flight Academy of the National Aviation University, Ukraine
- Mikael Jakobsson, Massachusetts Institute of Technology, USA
- Foaad Khosmood, California Polytechnic State University, USA
- Mathias Lux, Klagenfurt University, Austria
- Johanna Pirker, Graz University of Technology, Austria
- Jon Preston, Kennesaw State University, USA
- Ian Schreiber, Rochester Institute of Technology, USA
- Michael Adrir Scott, Falmouth University, UK
- Wolfgang Slany, Graz University of Technology, Austria
- Robin Sloan, Abertay University, UK
- Peter Smith, University of Central Florida, USA
- Nia Wearn, Staffordshire University, UK

Paper Review Process

All full-length and short papers will be double-blind peer reviewed. Position papers will be double-blind peer reviewed by a dedicated review committee. Showcase pieces and event reports will be single-blind reviewed by a dedicated review committee.

Awards

At the end of the conference, there will be a short awards ceremony. The awards are:

Best paper award

Best showcase presentation award

Location

GitHub HQ, 88 Colin P Kelly Jr St, San Francisco, CA 94107