



# SEMESTER GAMEJAM

42 HOURS – 1 THEME – YOUR GAME

Since 2014 the SemesterGameJam is an **event** that is organized voluntarily by students of the Technical University of Munich. As of today, the SemesterGameJam is the biggest student game jam in Germany. The event is **completely free** for participants.

## FACTS

### Explanation:

At a Game Jam participants form teams and develop a video game over the course of a weekend. The game is inspired by a given theme.

### Previous sponsors include among others:

- Microsoft
- Cipsoft
- Straightlabs
- Travian
- Making Games
- Ravensburger
- Aesir Interactive
- Gamestar

### Number of participants:

around 150 participants

### Previous jurors include among others:

- Anna Magull (Mimimi Games)
- Daniel Gaina (Aesir Interactive)
- Philipp Wittershagen (Mimimi)
- Dr. Michaela Haberlander (FFF Bayern)
- Andreas Dippon (TUM),
- Fabrizio Palmas (Straightlabs)



### Participants from large parts of Germany:



## FURTHER DETAILS

The SGJ offers **full board** during the whole event.

As part of our **accompanying program**, participants can attend **talks** by industry veterans, collect fun **achievements** or come together during short **Meet-Ups** in the common-area. At the end of the event all participants together with an **expert panel**, rate the developed games. The best entries are awarded with prizes.

During the development process **mentors** are on site to advice and help participants. During the program participants often spend time together which leads to extensive exchange and the formation of a strong **community** over the years.



To selected sponsors we offer the opportunity, to present themselves to highly qualified and enthusiastic students.