





Collaborators

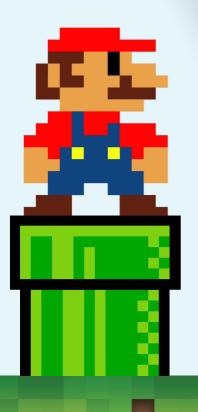




#### #GJam2019

On the **27th and 28th November**, a group of 250 secondary students from 30 different schools will be participating in a 48h Game Jam.

Every school will be represented by their own team of students in the 3rd Game Jam organised by St. Peter's School, Singularity Foundation, ENTI-Escola de Noves Tecnologies Interactives-, and the Citilab in Cornellà.



## Why a game jam?

Within a short span of time, the participants in a Game Jam plan, design, and create one or more games. Creative thinking, problem solving, programming and computational tools, art and design and, finally, team work are some of the skills the students will use and extend.

# Do you need any previous knowledge?

Everybody can participate in a game jam. A basic level of scratch will be the starting point. Depending on your level and skills, you will be guided by a mentor and gradually increase the complexity of your game.

#### **Serious Games: Smart Citizen**

Not only will the students plan, code and design a videogame, but also they will do it with a specific objective: to develop a game that helps smart citiziens to save energy and act responsibly with the environment.

We propose an extraordinary experience to explore everything you need to design amazing games, in which the students will enjoy being computational thinkers playing and designing educational games related to smart cities.

## Will they get a certificate? Yes.

## Where will it take place?

Game Jam 2019 will take place in the Citilab facilities, in Cornellà.

### Jam today

JamToday supports the creation, implementation and deployment of educational games by creating methods and tools and by providing a central learning hub for participating organisations that will ensure that stakeholders maintain a balanced understanding of the main issues, and the implementation hurdles that need to be overcome. Our Game Jam has been organised following its philosophy.





www.singularityfoundation.es/game-jam































