

gamejam::ps

May 26 - 31, 2015

GAME JAM PALESTINE: 1ST INTERNATIONAL GAMING WEEK IN PALESTINE

 @gamejamps

#gamejampalestine

PRESS RELEASE

From the 26th till the 31st of May 2015, The Franco-German Cultural Center, along with its main partner Paltel Group, presents Game Jam Palestine, the first international gaming week in the region, organized in cooperation with Leaders Organization and Pinch Point Inc. An initiative funded by the Franco-German Cultural Fund, that aims to provide a professional, educational, and entertaining approach to video games as well as to gather specialists from different sectors and parts of the world. The project will provide a capacity-building workshop, a dynamic spot for creation and foster a network of gamers beyond borders. Across the world, video games have become a pillar of digital culture, and today surpass by far the film and music industry in numbers and outreach. Game Jam Palestine is the occasion to witness what is happening here in three steps.

Press "Start"

1/ On Tuesday May 26th, Game Jam Palestine will kick-off with a **TWO-DAY WORKSHOP** on game design, game art and game development at the Jawwal Building – Ramallah. Experts from France and Germany will fly over to meet their Palestinian counterparts. The different modules will be led by **Khaled Abu Al Kheir & Ammar Tazami** from Pinch Point Inc. (Ramallah), **Martin Chaillet** from Rubika University (Valenciennes) and **Marek Plitcha** from Spaces of Play (Berlin). In parallel, "Gameloading: the Rise of the Indies" by **Anna Badry & Francois Lester** (Melbourne) will be screened for the very first time in Palestine, Tuesday May 26th at 7 p.m. at Franco-German Cultural Center - Ramallah.

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2/ Following the workshop, a **48-HOUR GAME JAM** will begin on Thursday May 28th at 5 p.m. at Leaders Organization – Ramallah. Similar to a start-up weekend, the “Game Jam” challenges participants to come up with their own video game prototype within a specific period of time and location. It requires excellent teamwork and a whole set of skills that go beyond the video game sphere. The game jam will be mentored by **Thorsten Wiedemann** (Berlin), founder of the A MAZE label and festival. The top three prototypes will be awarded a prize for their project: the first prize will provide the winning team with the financial support to develop their concept into a ready-to-play game (funded by Paltel Group), the team in second place will be invited to present their concept at another festival, and the third prize will award the team members with new digital tools (funded by Paltel Group).

3/ And lastly, a **ONE-DAY SYMPOSIUM** will take place on Sunday May 31st, 2015 at the Franco-German Cultural Center. The program will cover a wide range of topics from the artistic value of games and their social-impact to global trends and the new markets in the Middle East region. For this occasion, our speakers will be **Katharina Tillmanns** (Cologne) & **Simon Bachelier** (Paris) from Games for Change Europe amongst others.

For these six days everyone is welcome to join whether it is to acquire new skills, create original concepts, network with gamers and enthusiasts or simply join the video game hype!

PRESS CONFERENCE:

Thursday May 28th at 2 p.m., Franco-German Cultural Center, City Centre, Ramallah

If you are interested in attending and/or covering the different events, please contact:

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