

# 京都創造ゲームジャム: Games for Good

A 4-day game jam in Kyoto empowering creators to create games for good with themes ranging from climate change to mental health.



#### **AT A GLANCE**



#### 4-day game jam:

**Day 1 and 2:** Workshops focusing on social impact issues.

**Day 3 and 4:** Game jam to rapidly prototype a game for good.

Day 4: Presentations and award ceremony

#### **WHY NOW**



Kyoto's thriving gaming industry can uniquely address pressing social issues. This initiative empowers developers and artists to create impactful games, making social messages more engaging and memorable.

## **PROGRAM HIGHLIGHTS**



50+



10+
GAMES FOR GOOD



PRIZES FOR TEAMS

#### **ORGANIZERS**







### **DATES AND LOCATION**



#### Dates:

November 8 to 11 (4-day game jam)

November 11, 2024 to March 2025 (mentoring for winning teams)

#### Location:

Kyoto University of Foreign Studies Kyoto, Ukyo Ward, Saiinkasamecho, 6

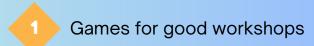
#### **INSTRUCTORS**



We will invite instructors and mentors from the US and Japan who have experience designing and producing games, as well as experts in the field of social impact.

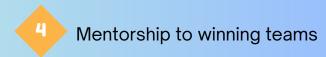
#### **PROGRAM OVERVIEW**











#### **AWARD OVERVIEW**



3 teams will be awarded funding to develop their games as well as mentors from leading game publishers.

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#### CONTACT

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