



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+
CREATORS



10+
GAMES FOR GOOD



3
PRIZES FOR TEAMS

ORGANIZERS



京都外国語大学
Kyoto University of Foreign Studies



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



1

Games for good workshops

2

Game jam

3

Presentations & Award ceremony

4

Mentorship to winning teams

AWARD OVERVIEW



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



CONTACT



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