

Culture Arcade: Game Jam

On August 30th, the Culture Arcade opens at the [Prince Claus Fund](#) Gallery in Amsterdam. Video Games have become a worldwide phenomenon, and you can come play in our interactive exhibition and game room. Culture Arcade features games with cultural themes that offer creative insights into the value of cultural heritage around the world. Also at the Culture Arcade, lose yourself in sci-fi works by Omar Gilani, a young digital artist from Pakistan, whose imagination takes his country into a fantasy future.

As part of a unique educational programme, you can join in on a Game Jam that will run over seven Fridays. During the Game Jam, you will learn some of the basics of game making, such as narrative design, game mechanics, and artwork for games. To do this, you will learn some basic coding. Much of the Game Jam will be devoted to working on your own game in a small group. As part of the Game Jam, a few developers will be invited to give presentations from their areas of expertise. Your game-in-progress will be placed within the Culture Arcade so that other visitors can see your game developing. The last day of the Game Jam will end with a reception where we will celebrate the release of your game.

Details

The Game Jam will take place at the Culture Arcade (Herengracht 603, Amsterdam), every Friday from 10:00-17:00 from August 31st till October 12th. At the Culture Arcade, computers will be available along with books and other research materials. The Game Jam will be led by members of the [VALUE Foundation](#), who will provide technical support, content feedback, and guide you in game-making.



Outcomes

Game Jammers will work in groups to either make a *Twine* interactive narrative or a playable world in *Minecraft*. The goal is to learn basic coding, as well as develop a narrative, create a design or art style, and experiment with game making. You will also do research about a past or present culture in order to plan out the concept and content of your game world. After the successful completion of the Game Jam, you will receive a certificate of participation from the Prince Claus Fund and the VALUE Foundation. In addition, the Game Jam will provide opportunities to get to know Dutch and international developers and artists and ask them about their experiences in the creative industry.

Meet the speakers

- Hermen Hulst ([Guerrilla Games](#): *Horizon Zero Dawn*)
- [Omar Gilani](#) (independent artist: *Gems Frontier*)
- Mata Haggis-Burridge (NHTV Breda & consultant: [Fragments of Him](#))
- Roy van der Schilden ([Wispsfire](#): *Herald*)
- ...and a staff member of [Lienzo](#) (*Mulaka*)!

Participate?

In order to join, you need to be 16 or above and able to attend at least 6 out of the 7 Fridays of the Game Jam. You do not need to have previous experience with game-making, but we do look for a creative thinker, someone who is able to work in a small team, and interested in playfully experimenting and learning (new) digital skills. Both Dutch and English speakers are welcome. In order to register, please prepare a short motivational letter and register via [Eventbrite](#). We have space for max. 20 jammers.

Would to like to know more? Feel free to email us! info@value-foundation.org