TIMETABLE
(subject to changes)

Wednesday 10 November 2021
18.00-19.00 – Preparatory Masterclass (Computer History Museum)

Thursday 11 November 2021
18.00-19.00 – Preparatory Masterclass (Computer History Museum)

Friday 12 November 2021
17.00-17.45 – Welcome coffee and registration
17.45-18.15 – Kick-off, presentation of the partners and rules
18.15-19.15 – Keynotes, announcement of the Game Jam's topic
19.15-20.00 – Break the ice! Dinner and social time
20.00-21.00 – Brainstorm – World Café / Form the teams
21.00-21.30 – Concept pitches
21.30 onwards – START

Saturday 13 November 2021
08.30-10.00 – Breakfast time
10.00-12.00 – Workshop time (optional)
13.00-14.30 – Lunch time
18.00-19.00 – Pitching demo and playtest session

Sunday 14 November 2021
08.30-10.00 – Breakfast time
10.00-12.00 – Workshop time (optional)
13.00-14.30 – Lunch time
Until 16.00 – Submission of the games
16.30-17.30 – Short presentations of the games
17.30-18.00 – Social time / Jury deliberation
18.00-18.45 – Proclamation of the winners
18.45-19.30 – Conclusion & Next steps teaser

Wednesday 17 November 2021 (Computer History Museum)
17.30-18.30 – Round-table: videogame as a media
18.30-19.30 – Awards ceremony