



Blending Game Jam 2018 - 3rd Ed.

Date & Location

This event will take place at Factory 40 and will last for more than 48 hours straight.

Start Friday 16th of March 2018 at 19:00
End Sunday 18th of March 2018 around 15:00

Rue des anciens étangs 40
1190 Forest

Thanks to our partner, **Factory 40**, we'll be able to hold this event in a super cosy space.

Looking for a coworking space? Search no further and take a look at their offers, they're awesome!

Don't forget that you also have the incredible chance of **showing your game during the Biff**:

- Pitch it on stage on the 8th of April (Room 3) from 18:00 till 19:00.
- Expose your art or your game in the venue (three time the space available last year) the 8th of April from 14:00 till midnight.

We strongly ask that each team will have at least one person on stage at the BIFFF and also to provide us with a video and screenshots of your prototype just after the jam.

Team

4 participants generously accepted to help and supervise team about the following technologies should you be interested in but are unsure about your skill level.

- Bastien - Team VR 1 (Vive)
- Eloï - Team VR 2 (Vive)
- Cédric - Team AR (Oculus)
- ~~Céline - Team Maker (Arduino, Makey Makey, ...)~~
Céline couldn't make it this year sadly.

Please bear in mind that they are regular participants just willing to go above and beyond not staff members.

Rules & Practical infos

If you're planning on making a video game, bring your own laptop (and eventually an extension cord).

For every other medium, please bring paper, scissors, some tokens, pens, dices and anything else you need.

If you're intending on sleeping there (Who sleeps during a jam anyway ?), please bring your air mattress. Joke aside, don't worry if you're not a typical game jamer, **you can go home each night and come back in the morning**, it's perfectly fine with us.

We'll offer food and drinks but shops are available nearby anyway.

While you may bring some food, do not bring any kitchen utensils! **The kitchen is off limit!**

Please note that all purchases are finals. **No refunds.**

A lot of free parking places are available nearby. So coming by car shouldn't be a problem.

Stay civil ; I hope we don't need to say this but if you don't, we'll have to ban and expel you from the event. Should the need arise, we'll report any illegal activity to the police.

We'll be there the whole week-end to make sure the event is enjoyable, help you in any way and monitor the place but always keep an eye on your stuff and use common sense.

Please always tell us when you're leaving the building and **always close the front door.**

Please keep the place clean. If you need to move furnitures, please lift them instead of dragging them to avoid scratch the flooring.

FAQ & Update

- In which languages is this event held ?

While it is true that we are mostly a french-speaking community, we do our best to translate it at the very least in English should the need arise. Don't be afraid to come find us so that we explain it again or in another language. Everybody is trying his best.

- Does this event require us to use Blender or other Open Source software ?

No, not at all. While it's true that one of our goals include the promotion of the Open Source philosophy, we don't restrict the tools you use in any way.

- Any question ?

Contact us via Eventbrite. We'll update this page regularly with new informations.

Spread the love (Share)

As with any event made by volunteers, spreading informations is vital and you can help us;

Simply posting something on Facebook or Twitter both before and after the event would help us and our sponsors tremendously.

Thank you in advance!

Hashtag #blendingjam18