2016 Gamer Dev Jam

IN THE BEGA VALLEY

10TH Sept - 11th Sept

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"International video game revenue is estimated to be $81.5B in 2014. This is more than double the revenue of the international film industry in 2013."

— newzoo.com

What is "Gamer Dev Jam"?

A weekend of high-skill computer game-making.

The event attracts a range of talented creative people who will collaborate to build functioning games (albeit in their early development stages). A judging panel will evaluate the results based on a range of criteria including commercial viability and award a prize to the winning entries. Skilled people in the following disciplines will be in attendance :-

- Story-writers
- Coders
- Musicians
- Graphic Artists
- Testers (Gamers)
- Entrepreneurs

Notable features of Gamer Dev Jam are :
- This is a unique game development event quite unlike any other in the Australian gaming industry programme
- It benefits many diverse groups:
  - Young people wishing to upskill in digital technology
  - Local people with an entrepreneurial leaning wishing to explore opportunities in the rapidly growing gaming industry
  - Students interested in science, technology, engineering and maths
- Gamer Dev Jam is intended to become an annual event in the Bega Valley

> "Gamer Dev Jam sounds fantastic - I'm thrilled and honoured to be involved in the judging of budding developers' work - and I love seeing what young people come up with both technically and conceptually."
>
> — *Stephanie 'Hex' Bendixsen*

ABCs *Good Game* Presenter Stephanie 'Hex' Bendixsen

Stephanie Bendixsen is an Australian television presenter best known as one of the presenters of the video game shows Good Game and Good Game: Spawn Point, where she goes by the pseudonym "Hex". Both shows are produced by the Australian Broadcasting Corporation for their channels ABC2 and ABC3.

Bendixsen writes a monthly gaming column for Dolly magazine, and acted in an online mini-series called People You May Know.

Bendixsen's Gamertag "Hex" came from her love of spellcasters in role-playing games, and their common attribute in a spell called "Hex", whereby an enemy would be afflicted by a curse which usually would cause damage or immobilize its current state. Hex now plays more stealth-based characters, such as a Rogue or Thief, but chooses to keep the nickname.

"Innovation distinguishes between a leader and a follower."
— Steve Jobs, Founder of Apple

Gamer Dev Jam - Event Schedule

Several events will take place across the Bega Valley in various venues to showcase as much of the local area as possible.

Full details are available at the following website - **Gamerdevjam.com.au**

Sat 10th Sept	*Gamer Dev Jam - Opening Speech* *Stephanie 'Hex' Bendixsen* *Chris Bateman and/or Liam O'Duibhir*
Morning	Feature Spot Abletron 'Push' electronic music console intro
Lunch	Nao Robots Demo
Afternoon	Show and Tell
Sun 11th Sept	***Inspiring Words - Andrew Gray, South East Arts***
Morning	Sponsor Spot
Lunch	Buzzy TV 'Castle Rush' Demo
Afternoon	Judging and Prize Awards

"When you cease to dream you cease to live."
— Malcolm Forbes, Publisher

Sponsor Packages

Benefits	Platinum $3,000 (1 Available)	Gold $2,000 (5 Available)	Silver $1,000 (5 Available)	Bronze $500 (10 Available)
Media/Publicity				
Naming rights	✓			
Logo on Website	✓	✓	✓	✓
Logo on Posters	✓	✓	✓	✓
Logo on Newsletters	✓	✓	✓	
Dedicated mention on Blog and Social Media Channels	✓	✓	✓	
On Stage mention in awards ceremonies	✓	✓	✓	✓
Mention in all Press Releases	✓	✓		
Sponsor & Award Main Prize	✓			
5-10 minute speech at Awards Ceremony	✓			
Representative on Judging Panel	✓			

"The best way to predict your future is to create it."

— Abraham Lincoln

Contact Us

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