Microsoft and Train2Game's record-breaking game jam begins

World-record attempt kicks off

Microsoft and Train2Game have fired the starter's pistol on what they hope will be the largest game jam the world has ever seen.

The 48 hour event will see hundreds of Train2Game students coding Windows 8 games, with industry experts from the University of Bedfordshire offering guidance and support as they work.

The world-record for the largest game jam in a single location will be set if the event attracts more than 301 participants.

Record breakers

At the event's conclusion, the students' efforts will be judged by a panel of industry representatives, who will hand out a 'best game of the show' award to one (very tired) student team.

Furthermore, select projects from the game jam will be made available on the Windows Store, should be "deemed suitable" by Microsoft for public release.

"We're pleased the day is finally here, the students are almost as excited as the games makers we have sourced to attend," explained Train2Game course director Myra Smallman, referring to a support team that includes Ubisoft's Craig Lawson, Rebellion's Jason Kingsley and the AppCrowd's Rik Alexander.

"We're all looking forward to a stressful, creative, tiring and ultimately rewarding 48 hour Gameathon. We can't wait to see ourselves in the record books."

www.train2game.com