

Train2Game and Microsoft have broken the world record for the largest games jam. Microsoft and Train2Game gathered 299 student developers at the University of Bedfordshire, giving teams 48 hours to create mobile games for the Windows 8 platform.



More than 20 titles were submitted to the Windows Store for review, while winning game Royal Rush netted its team a collection of Microsoft prizes and a VIP trip to Rare.

Guinness World Records validated the record attempt on the final day of the event, which saw most students remain awake for the entire 48 hours.

"Windows 8 presents a huge opportunity for developers to build great new apps for a variety of form factors," said Microsoft's Anand Krishnan.

"We're really pleased that the Train2Game students got to use Windows 8 before release this year, and it was great to see them use their creativity to build some of these incredible games," he added.

Train2Game course director Myra Smallman added: "We did it! Congratulations to all the students, we're incredibly proud of them. This has been a wonderful experience and now it's over it's time for us to all go and get some sleep!

"As well as being great fun, working with Microsoft to set a world record shows the ambition we have for our students to participate in life changing experiences while studying with Train2Game. We hope that the students will continue this relationship with Microsoft in their future careers as games developers."

www.train2game.com