



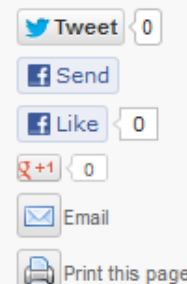
## Redhill games industry student's world record attempt

8:57pm Monday 10th September 2012 in [Local News](#)

A REDHILL student will be taking part in a Guinness World Records event this weekend in an attempt to set a new games industry record.

Richard Scott-Jones will be among more than 300 gaming students taking part in the world record attempt over 48 hours.

Design student Richard, 24, who previously worked as a lobbyist, will be joining in with his fellow gamers to break the largest game jam in one single location using new Microsoft Windows 8 technology. He is a student of Train2Game, the hosts of the event.



### ADS BY GOOGLE

**Scholarship Online**  
Offers Online degree programs, partial scholarships available.  
[www.aiu.edu/University](http://www.aiu.edu/University)

## Redhill games industry student's world record attempt

A REDHILL student will be taking part in a Guinness World Records event this weekend in an attempt to set a new games industry record.

Richard Scott-Jones will be among more than 300 gaming students taking part in the world record attempt over 48 hours.

Design student Richard, 24, who previously worked as a lobbyist, will be joining in with his fellow gamers to break the largest game jam in one single location using new Microsoft Windows 8 technology. He is a student of Train2Game, the hosts of the event.

Train2Game, the world's first blended learning courses specifically designed for the games industry by the games industry, has teamed up with Microsoft for the world record attempt.

Richard and his team will be joining fellow students taking part in the Microsoft and Train2Game Gameathon 2012 at the University of Bedfordshire from this Friday (September 14). He will create video games for Windows 8 in only 48 hours. The world record will be set with a target of 301 or more participants.

Richard, of Cricket Hill, decided to join the Train2Game course after completing a Masters degree in business management.

He said: "I went to Reigate Grammar School and Durham University. I then became a lobbyist. "However, when my previous company asked me to specialise in an area I did not want to, I realised I was not flexible in terms of adapting to the job, and asked myself what I enjoyed the most." He said: "I've been a gamer for a long time and I am excited about the industry and how it is moving in the UK. "I love technology and the Train2Game course seemed like a great fit."

Richard said: "So far, the course is really thorough and there's so much content. I am really enjoying it.

"I enjoy writing fiction in my spare time so I guessed the design course was for me." During the record attempt, Microsoft experts will be on hand and the contestants will use Windows 8 software. A judging process will also take place with gaming industry representatives choosing a best game of the show, and games deemed suitable that Richard makes could be set for release through the Windows store.

Richard added: "I'm looking forward to seeing what each of our team members contribute, and the fact there'll be a finished product at the end of it with the prospect of winning and getting commercial backing.

"I am looking at it as experience and a networking event as I've not been on the course long. It's exciting to be working with Microsoft and working on a new opportunity."

Train2Game course director, Myra Smallman, added: "This is a tremendous opportunity for our students to work with one of the most respected technology companies in the world. "Microsoft is a major player in the video games industry globally, and being part of this relationship will be incredibly positive for Train2Game students when they look for employment in the future. "The students taking part will also be world record holders - a once-in-a-lifetime opportunity."

John Richards, senior director of Windows Partners and Developers at Microsoft, said: "We're teaming with Train2Game not only to set a world record, but also to support gaming development in the UK. "We're working with the students developing for Windows 8, as they are the future of the industry."

Created in 2008, Train2Game offers accredited courses in Games Design, Development, Art and Animation, certified by leading industry body TIGA. Train2Game is a blended-learning organisation designed to fast-track the best, most ambitious and motivated students into the games industry through comprehensive, expert-supervised courses. This year will see its first graduates enter the workplace after years of training.

[www.train2game.com](http://www.train2game.com)