

Student's game-maker quest helps break record

■ Joe Finnerty

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A WOKING student has broken the world record for the largest game jam after a 48-hour gameathon.

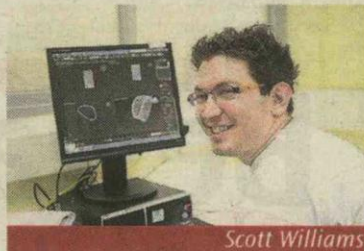
A total of 299 students combined over two days to complete the largest game jam in a single location and break the Guinness World Record. A game jam is where developers and programmers join together to produce a series of games.

And Scott Williams, 28, of Heron Walk in Sheerwater was one of those taking part in the event which saw more than 20 games produced on the new Windows 8 platform and submitted for review to the Windows Store.

Online gaming industry learning service Train2Game joined forces with Microsoft to orchestrate the attempt which saw the students stay awake for 48 hours to complete their games, with lunch breaks taking the form of design meetings and prolonged sleeping banned during the development process.

The game jam took place at the University of Bedfordshire with judges selecting the best game as Royal Rush. The winners received a collection of Microsoft prizes including a VIP trip to Rare - a Leicestershire video game developer.

Art and animation student Scott, who joined the Train2Game course after completing a qualification in catering and hospitality to become a chef before completing a degree in animation at Farnham University, said: "I have taken part in two smaller game jams previously but because this



Scott Williams.

was a Guinness World Record attempt it was slightly more tense than usual. You could see everyone was a little on edge to get their games up and working properly.

"I managed to catch six hours sleep that were broken up as we were only allowed to sleep for a maximum of one hour at a time. Apart from that there were plenty of coffee runs.

"We produced a game called Junction Malfunction through London, which fitted with the pride of London theme we were given. The user has to get from one end of London to the other on a tube train but with obstacles and a moving track along the way."

Myra Smallman, course director at Train2Game 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 its time for us 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. We hope that the students will continue this relationship with Microsoft in their future careers as games developers."