FREQUENTLY ASKED QUESTIONS

GENERAL QUESTIONS

I'm new to game development. Can I still join?
Yes! A game jam is the perfect place to go deeper into learning about game development.

What are the requirements to join the game jam?

- There will be no entrance test or other evaluation of your skills. This is a place to learn for everybody.
- You should have a general interest in game development and be ready to create something, even if it is imperfect.
- You need to be open and ready to receive and give lots of feedback.
- You will need to have signed the Release Form and sent it to ubisoftberlingamejam@ubisoft.com
- You will need to accept and abide by the Code of Conduct.

How do I cancel my participation?

- Please contact us via e-mail to ubisoftberlingamejam@ubisoft.com.

TALKS AND SCHEDULE

We have a few talks prepared for you in the week leading up to the game jam. The game jam starts on Friday at 16:00 and ends on Sunday at around 14:30. All times are in CEST.

How do I join a talk?

Talks are streamed live on Discord. You will receive an invite to the Discord server after you're confirmed as a participant for the game jam.

What's the rough schedule?

The talks will be held live between 18.-21.10.2021 in the afternoon. A detailed schedule will be sent to confirmed participants.

The game jam will kick off on Friday evening. You'll have all of Saturday to jam. The big finale will be a round of presentations by the teams on Sunday at 12:00.

The game jam officially ends on Sunday after the presentations. You can still polish your games until 31.10.2021.

Where can I find more information about the talks and schedule?

A detailed agenda will be shared with confirmed participants after the sign-ups have closed.

TEAMS AND COMMUNICATION

How do I find a team?

- It is voluntary to join a team – you can also work on a solo project if you like.
- To help others find you, you can set your role on Discord. For more details, take a look at the #get-roles channel.
- You can create pitches and join pitch discussions on Discord in the "Pitch" category.
- If you are one of the lucky workshop participants, you can already find some potential teammates there.
- We do not have an automated matching system set up. You'll need to talk to people, just like at a physical game jam. ;)
- If all else fails, talk to one of the moderators on Discord. We will help you!

How do I communicate with my team?

- You can create a dedicated chat channel on Discord in the "Teams" category.
- If you prefer to use a different messenger, and everyone in your team agrees, you are of course free to do so. Please note that these channels would not be moderated by our team.

Are there any requirements for team size?

- In the end this is up to you. From our experience we would recommend 2-4 people per team.

How do I connect to other artists/programmers/etc?

- You can use Discord roles to find specific disciplines. Just write to them and say hi!
- You can join a team.

TECH AND TOOLS

Which tools will be used during the game jam?

- Discord will be used for all online communication, including the mini workshops.
- Itch.io will be used for submitting and voting on games.
- Sli.do will be used for Q&A and other interactions during presentations.

Do we need to use a specific game engine?

- You are free to choose your favorite engine, there are no requirements.
- A few common engines are Godot, Unity, and Unreal.

DATA AND PRIVACY

Will I keep the copyright of my game?

- Yes! We may use some footage or screenshots of your game after the game jam, to tell people about the great ideas created during the event. You will still be the owner of your game.

Why do I need to sign the Release Form?

- We want to tell others about the event and the amazing games you created. To be able to do so, we need you to be OK with us using footage and/or screenshots from your games. We may also use screenshots or recordings from the workshops to talk about them publicly. All of this is included in the Release Form document.

How can I see the data Ubisoft stores about me?

- Go to: https://support.ubi.com/faqs/35367/Reviewing-the-data-that-Ubisoft-holds-about-me/

CODE OF CONDUCT

We invite and welcome all individuals regardless of background, ability, gender, sexual orientation, religion, country of origin, or ethnicity. We will not tolerate discrimination, harassment or bullying or any other form of inappropriate behavior by anyone connected to the event. For more information please see the event code of conduct at berlincodeofconduct.org.

How can I report misconduct?

- Send a direct message to one of the moderators on the Discord server.
- Anonymously report it to https://ubisoft.whispli.com/, a platform handled by a third party.

What happens if I report misconduct to a moderator?

- The moderator will listen to your concerns and take appropriate action. Your statement will be treated as confidential. It will not be made public without your consent.
- Depending on the gravity of the misconduct, participants can be warned or banned from the event.
- After a participant has received three warnings, they will be banned from the event.