GROWING MIND

Educational transformations for facilitating sustainable personal, social, and institutional renewal in the digital age

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Jam it!

Learning through co-creation of games

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What is a game jam?

- Intensive game co-creation event similar to a hackathon
- Constraints in place (e.g. time, theme, technology)
- A playful mindset is often present
- Results are shared

What are they good for?

- Another perspective into games and gaming: creating vs. consuming
- Collaboration, self-efficacy, motivation, novel solutions
- Concrete learning of game making and working skills
- Serious results from playful activity

Games to save the world?

- Possible, but likely not
- Jamming is also a method and a mentality: fear of failure is a huge constraint
- De- and reconstruction of complex systems
- Collaboration, different perspectives

Wicked problems require collaborative solutions, produced through deliberative processes…

- Schenk, T. an hour ago

Successful jamming requires collaborative solutions, produced through deliberative processes in a safe, creative and often playful environment.

...maybe there's something there?

Thank you for your attention!