



Gamecity Hamburg invites game creators worldwide to an online game jam at PLAY20

Hamburg, October 13:

This year's PLAY - Creative Gaming Festival will be presented in a new hybrid style: online and on-site at selected locations in Hamburg. Under the motto "Exploring Borders" visitors will explore the limits of digital games, measure them, and even cross them. [Gamecity Hamburg](#) invites to the Online Game Jam from November 6 to 8 along PLAY20. Registration is now possible and free of charge:

https://play20_online_game_jam.eventbrite.de/

Crossing borders and exploring new things are central components of a game jam. Newly formed teams or proven constellations of game developers work together to create new computer games in 45 hours of collaborative work at the online game jam. The focus is on fun, creativity and enthusiasm for digital games, and the current challenge of working well together in a virtual space.

The Online Game Jam starts on Friday, November 6, at 6:30 p.m. with the presentation of the topic and ends on Sunday, November 8, at 4 p.m. Selected games from the Game Jam will then be presented by **Twitch streamer [OddNina](#)** in a live let's play.

On Saturday, November 7, the progress of the teams of the Online Game Jam will be reported in the PLAY20 stream on YouTube [playfestival.de](#).

Who can participate?

Any person from anywhere in the world who wants to develop a digital game within 45 hours can register. Existing teams, individuals, and teams/persons who are looking for additional teams or members can participate.

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How does this online game jam work?

The participants register via Eventbrite
https://play20_online_game_jam.eventbrite.de/

Team-finding, arrangements of all participants, and the communication with the Gamecity Hamburg organization team take place via a designated Discord:
<https://discord.gg/pwzJW7>.

After the presentation of the topic on Friday, November 6, at 6.30 p.m. in the PLAY20 live stream, the team-finding phase begins, followed by the creative work of the participants.

The teams and developers will upload their games until November 8, 3:59 p.m. on the platform <https://itch.io/jam/play20-online-game-jam>.

Afterward, from 5.30 p.m., the streamer OddNina will present selected games in a live let's play on Twitch: <https://www.twitch.tv/oddnina>.

Further information on the detailed schedule and the participation terms can be found on <http://www.playfestival.de/jam.html>.

Supporters and partners of the online game jam:

Games Germany - <http://www.games-germany.de>

Indie Treff HH e.V. - www.indietreff.de/hamburg

Indie Game Fest – www.indiegamefest.de

Information about PLAY20 - Creative Gaming Festival, the schedule, and locations can be found on the festival homepage www.playfestival.de.

For further questions please contact us:

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About Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading games locations in Germany. Gamecity Hamburg is the contact point for Hamburg's games funding as well as the Games Lift Incubator and also offers programs, events, and services in close cooperation with the games industry to strengthen local developers. At the same time, the exchange of knowledge within the sector and with other industries is promoted. The promotion of young talent, the development of new formats that activate the strong network of games companies in the city, and internationalization are the focus of the location initiative's activities. Gamecity Hamburg is part of Hamburg Kreativ Gesellschaft.

About the Hamburg Kreativ Gesellschaft

Since its foundation in 2010, Hamburg Kreativ Gesellschaft has seen itself as a central contact point for all players in Hamburg's creative industries from the eleven sub-markets of architecture, visual arts, design, film, literature, music, press, radio, software/games, theatre/dance, and advertising. It supports creative professionals with contemporary services and promotes innovation within the framework of the "Cross-Innovation Hub" project. Since 2017 the industry-specific initiatives Gamecity Hamburg, nextMedia.Hamburg and designxport are part of the Hamburg Kreativ Gesellschaft mbH.