

Mobile site | E-Newsletters | RSS | Tuesday, 18 September 2012 | Site map | Register | Log in

REDHILL REIGATE HORLEY Life | Got a story? Call 01273 544544 or email editorial@lifepapers.co.uk

Search »

News | Sport | What's On | Info | Letters | Family | School News | Holidays | Jobs | Homes | Cars | Dating | Buy&Sell | Advertise | Photos

Local News | School News | News in Pictures | National News | Heritage | Photos | Royal Wedding

Redhill And Reigate Life » News »

NEWS RSS

Redhill student helps set new games industry world record

1:49pm Monday 17th September 2012 in News

A Redhill student has helped set a new games industry world record.

Richard Scott-Jones, 24, was among 299 students who set a new Guinness World Record for the largest "game jam" at the weekend.

Tweet 0 | Send | Like 0 | +1 0 | Email | Print this page

Redhill
15.6°C
0% chance of rain | weather forecast »

FEATURED JOBS

- Business Sales Advisor Chichester
- Research Fellow Brighton
- Independent Persons for Audit & Standards Committee Brighton

Redhill student helps set new games industry world record

Richard Scott-Jones, 24, was among 299 students who set a new Guinness World Record for the largest "game jam" at the weekend.

Design student Richard, who previously worked as a lobbyist, joined his fellow gamers to break the largest game jam in one single location record using new Microsoft Windows 8 technology to create new video games in a 48-hour non-stop attempt.

The event had students awake for the full two days to complete their games, with lunch breaks taking the form of design meetings and prolonged sleeping banned during the development process. Judging on site was completed by Guinness World Records, with the plaque presented to the students on the final day of the event at the University of Bedfordshire in Luton.

Microsoft collaborated with online blended learning service Train2Game and the 299 student developers to create the mobile video games for Windows 8 within the 48 hours time-window.

The event's success now sees Microsoft Corp and Train2Game enter the record books.

Microsoft technicians and representatives from the UK's gaming industry supported the attempt and more than 20 games were produced and have been submitted for review to the Windows Store.

Richard, of Cricket Hill, who went to Reigate Grammar School and Durham University, is a student of Train2Game, the hosts of the event offering the world's first blended learning courses specifically designed for the games industry by the games industry.

He decided to join the Train2Game course after completing a Masters degree in business management.

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.

Myra Smallman, Train2Game course director, said: "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 to participate in life-changing experiences while studying with Train2Game. "We hope that the students will continue this relationship with Microsoft in their future careers as games developers."

Professor Carsten Maple of the University of Bedfordshire, said: "The university is proud to have hosted this event for Microsoft and Train2Game. "The university has one of the oldest Computer Games Development Degrees in the country so we were very excited to assist. "We are committed to working with the video games industry and are pleased that our excellent facilities can be utilised to help in a world record attempt. I'm sure all participants will benefit hugely from the experience."

Anand Krishnan, senior director at the Developer and Platform Group at Microsoft UK, said: "Windows 8 presents a huge opportunity for developers to build great new apps for a variety of form factors. "We're really pleased that the Train2Game students got to use Windows 8 before release this year, and it was great to see them use their creativity to build some of these incredible games."

www.train2game.com