Technology

UK games jam breaks world record

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A games jam held at Bedfordshire University in Luton at the weekend has broken the world record for the largest number of people taking part.

A games jam is a gathering of video game developers. Participants are put into teams and challenged to build games within a time frame.

A total of 329 students attended the 48 hour games jam, organised by Microsoft and online learning service Train2Game.

The games had to be built for Windows platforms.

"The UK now holds the world record for the largest games jam - it's an excellent achievement for the games industry," said Richard Wilson, chief executive officer of Tiga, the trade association which represents the gaming industry.

"To be able to develop a game in 48 hours is incredible in its own right - a console-quality game takes millions of pounds and months to develop."

Most of the participants were students on the gaming courses run by Train2Game, which is validated by Tiga.

The games had to have a "pride of London" theme and were built with Windows 8 software.

The students worked in teams and developed a total of 41 games in the 72-hour time frame.

"Nobody actually went to bed," said Train2Game course leader Myra Smallman.

"You have to be very enthusiastic about gaming - being a gamer is being in a certain world."

The game judged the best by a panel of industry experts will now be developed further with a view to being made available on the Windows store.

The winning game, Royal Rush, involved getting a character version of the Queen around various monuments around London.

While Richard Wilson described Windows 8 as "an exciting platform" for games, others in the industry have been more cautious about it.

www.train2game.com