

The second annual Seattle Indies Game Jam arrived at one particularly unexpected result!

This Game Jam was hosted at the [Pacific Science Center](#). Specifically, in the [Jeff and Alicia Carnevali Pavilion](#) building from Friday, October 2nd, to Sunday, October 4th, 2018, in the [Ackerley Family Exhibit Gallery](#).

Game jams are becoming an increasingly popular way for people of all backgrounds to create videogames.

These "game jammers" arrived at the Pacific Science Center from assorted technical and creative disciplines to create games, usually for computer platforms like [Unity](#) or [Unreal](#), but sometimes in formats that can be ported to home consoles like the [Nintendo Switch](#). Game jam games are usually short and experimental videogames that explore traditional videogame genres ranging from platforming, puzzles, or competitive multiplayer games, or might branch off into more artistic or educational ideas.

The format of developing a videogame over the course of a game jam weekend often enables bursts of creativity. The creativity can also be inspired by the location, like the Pacific Science Center, or the theme of this Game Jam, which was voted on by the patrons of the Patreon of non-profit organization Seattle Indies: Unexpected Results.

For most participants, their motivations aren't prizes or prestige.

Most of the participants enjoy the opportunity to create new videogames, collaborate with others, or just to enjoy the inclusive environment fostered by the non-profit organization Seattle Indies. The Seattle Indies dedicates itself to enabling game creators of all technical and creative backgrounds to have a safe space to express themselves, and actively works with companies like [Amazon](#), one of the sponsors of the event promoting their new [GameOn](#) platform, Microsoft, Nintendo, and more to encourage this inclusivity. What a turnout from the Seattle community!

This Game Jam sold out with 100 game jammers creating [23 games](#)!

Seattle Indies organizer Tim Cullings explained that "close to half of the jammers tonight were first-timers, and most of those were first timers for Seattle Indies as well." Some teams had previously worked together. Other times, as Ket Ng, a volunteer with the Seattle Indies, described: "within the Seattle indie community, and the tech community, many people know a decent number of the people attending." Other teams formed around shared interests.

Over the course of two days, over 100 game jammers - either working in the [Ackerley Family Exhibit Gallery](#) or abroad - worked tirelessly day and night on completing their games. Many game jammers collaborated on multiple projects. Mentors and volunteers were also readily available to answer technical questions.

One of the most unexpected results of this year's Game Jam was the sheer number of games that were completed in those two days. What was expected was the level of professionalism and care provided by the Pacific Science Center staff to all of the game jammers!

What was that one particularly unexpected result stated in the introduction?

Answering the question about whether the [Baffled Brawl](#) team would continue working on their Game Jam project, Erfan Dastournejad said, "yeah we're planning to release a Nintendo Switch version, hopefully by Christmas!"

Thanks to the Pacific Science Center, the Seattle Indies, and our sponsors for making all this possible!