SHAREOUT FORMAT IDEAS

The shareout is a key component of any game jam event. Not only is it a great way to end your event on a high note, but it gives your participants a key opportunity to show their designs, reflect on their accomplishments, and demonstrate what they've learned, both to other attendees and to parents, family and friends. There are several ways that you can structure your shareout, and no one way is necessarily best. We recommend doing whatever works best for you, your youth, and your space. But we do highly recommend doing some kind of shareout.

Below is a description of different shareout formats you can use. The description below is taken from the Game Jam Guide (http://repository.cmu.edu/etcpress/68/), and all of the formats have been used by the Moveable Game Jam Initiative in their events. Note that the Moveable Game Jam event is typically a 3-4-hour event and involves guided game design activities at stations run by facilitators. Although their event is specifically formatted to a short event, many of the formats described below can easily be adapted into longer game jam formats that involve teams working on an original game rather than individuals or pair working on a game mod at stations.

We at the Moveable Game Jam Initiative have run several different "share out" formats. We typically choose the format based on the layout of the space, the age group of students, the number of attendees, and the types of activities used. Here are some of the formats used:

1. **Group presentations**: Students that want to present their games can do so in front of the entire group. This format works best when your physical space has a stage that is viewable by all participants, and when your participants are not shy presenters. This also works best with small events- with larger events, you won't have the time to get to every student and some will feel left out with this format.

2. **Gallery Walk**: The event organizers lead the entire group around from station to station. The facilitators at each station describe what their station was about, and 1-3 students present their work. Typically, the facilitators will specifically reach out to students with particularly interesting projects asking them to share, but like the first format will not give every student the chance to share their work. This is also nice because it lets everyone see the work of every station. This is probably the most flexible format, that can work with most group sizes and age groups and has been used the most by us as a result, though it can't work in every physical space. It works especially well with stations that have one group-made game.

3. **Science Fair**: In this format, each student has the option to either a) stand by a station and present their prototype or b) walk around and see other students' prototypes. Facilitators and parents also act as walkers. This format is scalable to any number of attendees and works best with a game jam that features individual work. It also works well with younger students, who are more likely to have parents show up and to want to show parents their individual work. This also works best in places where all stations are in one open space, and it's easy to walk between stations. The biggest plus to this format is that every student who wants to share their work can do so. A warning though: this is definitely the most chaotic share out format but works great when done well (there is such a thing as productive chaos).

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4. **Group discussion**: Here, the event organizers prepare a few reflection questions to pose to the group as a whole, and have students answer questions in a group discussion. This can work with any number of attendees of any age and any station types and works in most physical spaces. The main issue is that it is probably the least engaging share out format and gives students very little chance to showcase their actual work, and so we have mostly reserved this one if none of the other share out formats are feasible, or if we run short on time.