



# GGJ NEXT™

## Welcome to GGJ NEXT

**GGJ NEXT®** is an international game jam dedicated to young creators, brought to you by the **Global Game Jam® team**. We are reaching out to you today to tell you that our call for sites is now open on the GGJ NEXT website <http://ggjnext.org>.

We launched GGJ NEXT® in **2018** in **20 countries**, with over **800 kids** participating. It was exciting to see their enthusiasm and games that they made. We hope you can help us grow bigger and reach more young people. In 2020 we transitioned GGJ NEXT® to a virtual event in response to the global pandemic and will continue to do so for 2021 as well.

**GGJ NEXT®** brings together talented young people **ages 12-17** within their school and community. It is a unique opportunity for students to push their skills and learn collaborative ways of working. Our jam has participants rally around a central theme, and create a game in a limited time frame. We encourage people to try out new ideas, gain confidence and experience the excitement of game development. We feel that if they can build a game, they can do anything they set their minds to and will be successful in many endeavors.

# GGJ NEXT® 2021 is open for applications

## What?

GGJ NEXT® aims to bring together talented young people within their school and community. GGJ NEXT® supports you with our effective and engaging curriculum videos that teach basic concepts in game development and provide you with lesson plans and projects.

## When?

GGJ NEXT® will happen all over the globe based around a central theme. Events will be between 1 and 10 days long, with each site picking a length and time which works best for them.

## Why me?

GGJ NEXT® can't happen without your help! Jams will be held in the months of July and August. Each location can pick up to 10 days to hold their jam. We encourage you to partner up with educational institutions to make your jam happen!

You have until July 1 to apply to run a GGJ NEXT site for 2021

[www.ggjnext.org](http://www.ggjnext.org)

