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Nota di contenuto	<p>Intro -- Foreword -- 1 What Is a Game Jam? -- 2 Who Is This Book For? -- 3 How Is This Book Organised? -- 4 Who Are the Authors? --</p> <p>Contents -- What Is a Game Jam? -- 1 Introduction -- 2 A Short History of Game Jams -- 3 Elements of a Game Jam -- 3.1 Accommodation -- 3.2 Awards -- 3.3 Catering -- 3.4 Code of Conduct -- 3.5 Types of Games -- 3.6 Games Presentations -- 3.7 Group Forming -- 3.8 Hardware & Software -- 3.9 Ice Breakers -- 3.10 Internet -- 3.11 Keynote Speakers -- 3.12 Location: Physical/Online -- 3.13 Security -- 3.14 Sponsorships -- 3.15 Standup Meetings -- 3.16 Tutorials & Workshops -- 3.17 Theme -- 3.18 Voluntary Constraints -- 4 Types of Game Jams -- 5 Why We Jam -- 6 Game Jam Definitions -- References -- There Is No One Way to Jam -- 1 Flavours of Game Jam -- 2 Game Jams for Education -- 2.1 The Pedagogical Potential of Game Jams -- 2.1.1 Social Capacity Building -- 2.1.2 Tangible Outcomes -- 2.1.3 Engagement and Play -- 2.1.4 Soft Skills -- 2.2 Example Game Jams for Education -- 2.2.1 The Global Game Jam -- 2.2.2 Edu Game Jam, Finland -- 2.2.3 Sami Game Jam, Finland -- 2.2.4 Cybersecurity Game Jam -- 2.2.5 TTRPG Teach Jam, Online -- 2.2.6 Other Examples -- 3 Jamming with Children -- 3.1 Challenges -- 3.2 Example Game Jams for Children -- 3.2.1 Game Jam Junior -- 3.2.2 Pikku Kakkonen Game Jam -- 3.2.3 GGJ NEXT® -- 3.2.4 Game Jam with Brain Bee at California State University, East Bay -- 3.2.5 Game Jam with Children from 'Associacao Sagrada Familia de Nazare' -- 3.2.6 Kodu</p>

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