

Game Jam Chair, iLRNFuser Director

The Game Jam Chair, iLRNFuser Director/s are responsible for organising, advertising and facilitating online Game Jam series to be part of the iLRN conference. The series provides opportunities for student teams to engage in a hackathon-style game-development marathons.

More specifically the Game Jam Chairs , iLRNFuser Director have the following responsibilities:

- Creating the Call for Participating Student Teams, setting the criteria
- Disseminating the Call for GameJam, communicating with inquiring universities.
- Developing sponsorship opportunities with the Sponsor Chair/s for the GameJam
- Setting up the technical and communications infrastructure for smooth, engaging conduct of the GameJam
- Arranging for Awards criteria and voting process
- Coordinating with Awards Chair on winning participant names and relevant contact and awardee information.

The Game Jam Chair/s, iLRNFuser Director is appointed for serving for a 2-year term. The first year in an apprentice role to a more experienced chair.

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