



OPEN TO ALL. SIGN UP: <http://gil.poly.edu/altctrlgamejam/>  
Starts at 6pm Friday. Closing Party Sunday at 6. Public welcome.  
Game Innovation Lab. Dibner Building. Room 102.  
NYU Poly. 5 Metrotech Center. Brooklyn, NY 11201

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JUDGES

Katherine Isbister (NYU Poly)  
Kaho Abe (Eyebeam, Indiecade)  
Andy Nealen (Osmos, NYU Poly)

## ALT CTRL Game Jam at NYU Poly

COMPETITION BEGINS: FRIDAY, OCTOBER 19. 6PM. OPEN TO ALL.

ENDING PARTY AND GAME DEMOS: SUNDAY, OCT. 21ST. 6PM. OPEN TO PUBLIC

LOCATION: Game Innovation Lab. Dibner Building. Room 102. NYU Poly. 5 Metrotech Center. Brooklyn, NY 11201

WEBSITE SIGN UP: <http://gil.poly.edu/altctrlgamejam/>

CONTACT: Phoenix at [phoenixperry.1@gmail.com](mailto:phoenixperry.1@gmail.com)

The first annual Game Jam by the NYU Poly Game Innovation Lab, Alt Ctrl, focuses on creating games without the use of conventional controllers. Signup required. <http://gil.poly.edu/altctrlgamejam/>

### The low down

Participants compete in a manic 48 hour race against the clock to create an experience exploring alternative game controllers. Designers, developers and creatives will team up to make projects for the closing exhibition on Sunday night. Games are judged and secret prizes will be awarded to the top teams. Prizes by Make Magazine and Ada Fruit.

### What is NYU Poly's Game Innovation Lab?

The Lab's emphasis is on the technical/engineering/science side of games and simulations. Sample projects include user interface innovation (sensor-based tracking, multi-touch), network and video quality research, and research on games for learning.

### Judges

Judges are world renowned game designers:

Kaho Abe (Hit Me, Eyebeam), Katherine Isbister (NYU Poly) and Andy Nealen (Osmos)