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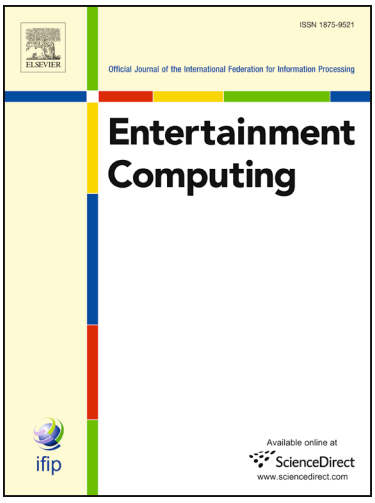


# Rapid Game Jams with Fluidic Games: A User Study & Design Methodology

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# Rapid Game Jams with Fluidic Games: A User Study & Design Methodology

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**Abstract**

We introduce rapid game jams, a style of game jam that takes only 1–2 hours and is focused on design experimentation rather than on programming and technical implementation. To support that kind of rapid game-design experimentation, we have designed a class of games that we call *fluidic games*. These are mobile games in which the game mechanics and other aspects of the games are editable on the fly, directly on the device, allowing for frequent play/design context shifts. We have conducted four rapid game jams with 105 participants from a local Girlguiding organisation, in order to gain real-world experience with this concept. We analyse results from a survey instrument completed by 69 participants in two of these rapid game jams. In order to guide future work in addressing questions left open by this study, we did a qualitative analysis of the designed games to gain additional insights into participants' design practice.

*Keywords:* Game Design, User Study, Game Jams, Digital Games, Mobile Games, Design Tools

## 1. Introduction

Game jams are creative, social events in which participants, usually working in teams and physically colocated in a space with other jam participants, rapidly produce a game. Typical game jams last 24-72 hours; for example, the Global Game Jam, an annual event in which hundreds of locations around the world simultaneously host game jams, lasts 48 hours [1]. Kultima summarises them as "accelerated, constrained and opportunistic game creation events with public exposure" [2].

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