GETTY/USC GAME JAM RETURNS TO THE GETTY MUSEUM

USC Students Return To The Getty Center For Another All-Nighter Following Successful 2015 Event

LOS ANGELES – More than 25 students from USC’S Game Program will assemble for an overnight competition at the J. Paul Getty Museum at the Getty Center February 27 -28 to design game prototypes that engage with works of art in the Museum’s galleries and help deepen the visitor experience. At the end of the weekend, the students' games will be judged by knowledgeable figures in the tech and gaming world, including Founder of ThatGameCompany Jenova Chen; CEO of Indiecade Stephanie Barish; USC Interactive Media & Games Division Associate Chair Richard Lemarchand; and Head of Web and New Media Development at the Getty Jack Ludden.

“We are hoping that Getty/USC Game Jam will help advance the Getty’s existing development of museum-related games, and explore how gameplay can create new experiences for visitors of all ages both onsite and online,” says Elizabeth Escamilla, acting director of education at the J. Paul Getty Museum. “The games that were developed last year really helped build a solid foundation for the expansion of the Getty museum gaming experience and we hope that this year will move us forward.”

The students from USC’s Game Program will have the rare experience of camping out at the Getty Center for a 32-hour marathon of designing and building game prototypes. After being given a tour of the Museum, the students will be given the task of deepening visitor engagement with the collection via gaming. At the end of the competition the teams will give rapid-fire presentations of their game prototypes before a panel of judges.

“The phenomenon of the Game Jam is not new, but this version is unique in that it takes place in an art museum and focuses on museum collections as the focus of game development. It also offers a model of collaboration between top institutions from the gaming world and non-profit arts,” says Rebecca Edwards, education specialist at the J. Paul Getty Museum. “Joining forces with people who think deeply about the power of games over the last two years has been an enlightening experience and we feel it has helped us to expand our thinking about the possibilities for future development of games related to our collection and the museums goer’s experience”
The Getty/USC Game Jam is part of a longtime effort to use digital games as a tool for investigating art. The Getty Museum has developed a variety of online and gallery-based digital games, including a collection of Getty Games online, and exhibition tour games like The Art of Food Mobile Tour, which leads players on a journey through two exhibitions at the Getty Center.

"For our students to be the best possible developers, it's absolutely vital that they be exposed to art from across the spectrum," said Tracy Fullerton, Director of the USC Games Program. "By partnering with the Getty we are able to provide them unparalleled access to one of the greatest collections in the country, pushing their boundaries, and we hope, the boundaries of the form itself."

Click here to find out more information about the Getty/USC Game Jam.

About USC Games:

USC Games is the flagship collaboration offered jointly by the School of Cinematic Arts Division of Interactive Media & Games and the USC Viterbi School of Engineering Computer Science Department. This unified brand allows press, industry, students and faculty to discuss the overall efforts at USC in games and simultaneously clarify the important distinctions between the offerings of the various programs.

The program at the School Cinematic Arts focuses on both the design and production of interactive media and games. Students emerge as creative media leaders, fluent in many forms of visual expression and storytelling, with the sophistication to design and develop innovative interactive experiences that expand the state of interactive art and play across the domains such as entertainment, education, health care and social action.

The Computer Science Games program at the USC Viterbi School of Engineering provides students with a grounding in the fundamentals of computer science and a cross-disciplinary background in game development. Students emerge with an engineering-oriented game-programming skill set, with an understanding of key technologies and the ability to lead complex technical teams in the development of games.

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The J. Paul Getty Trust is an international cultural and philanthropic institution devoted to the visual arts that includes the J. Paul Getty Museum, the Getty Research Institute, the Getty Conservation Institute, and the Getty Foundation. The J. Paul Getty Trust and Getty programs serve a varied audience from two locations: the Getty Center in Los Angeles and the Getty Villa in Pacific Palisades.

The J. Paul Getty Museum collects Greek and Roman antiquities, European paintings, drawings, manuscripts, sculpture and decorative arts to 1900, as well as photographs from around the world to the present day. The Museum’s mission is to display and interpret its collections, and present important loan exhibitions and publications for the enjoyment and education of visitors locally and internationally. This is supported by an active program of research, conservation, and public programs that seek to deepen our knowledge of and connection to works of art.

Visiting the Getty Center
The Getty Center is open Tuesday through Friday and Sunday from 10 a.m. to 5:30 p.m., and Saturday from 10 a.m. to 9 p.m. It is closed Monday and most major holidays. Admission to the Getty Center is always free. Parking is $15 per car, but reduced to $10 after 4 p.m. No reservation is required for parking.
or general admission. Reservations are required for event seating and groups of 15 or more. Please call (310) 440-7300 (English or Spanish) for reservations and information. The TTY line for callers who are deaf or hearing impaired is (310) 440-7305. The Getty Center is at 1200 Getty Center Drive, Los Angeles, California.

Same-day parking at both Museum locations (Getty Center and Getty Villa) is available for $15 through the Getty's Pay Once, Park Twice program.

Additional information is available at www.getty.edu.
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