



# ALT CTRL Game Jam

The Alt Ctrl game jam is the biggest worldwide game jam with the purpose of creating and promoting alternative control games. With 21 alt control games made on the first jam in September 2014, we are pushing to promote and attract even more jammers and produce more games this year. Last year's winners presented their alt ctrl games on ALT CTRL GDC ([Robin Baumgarten](#) and [Sam Sheffield](#)) and other notable events including Eurogamer Expo and SIGGRAPH.

Our jammers are game developers with a strong interest in creating alternative control games, trying to work with various new hardware, people who try to push the limits of the variety of controls available.

Sponsorship: This game jam is a great way to introduce your product to new developers that are interested in developing games with different controls, possibly working with them to make their game to work with your product, increasing its popularity. What we would ask from you as a sponsor is to enable some of the jammers (Winners? Someone you choose?) access to your product (provide dev kits, licenses) and/or money (so we can buy our best jammers plane tickets for expos and such) and some exposure about the jam from you as sponsors on social media, so the jammers are happy and we can grow more next year.

Last year we were sponsored by companies such as:

- Unity
- Siggraph
- GDC
- Makey Makey
- Edwon (Uniduino)
- Games Science Center Berlin
- Copenhagen Game Collective

It would be honor for us and our participants to extend our sponsorship list with your company name this year.

Thanks.

Kristijan Trajkovski,  
Organizer of ALT CTRL Game Jam