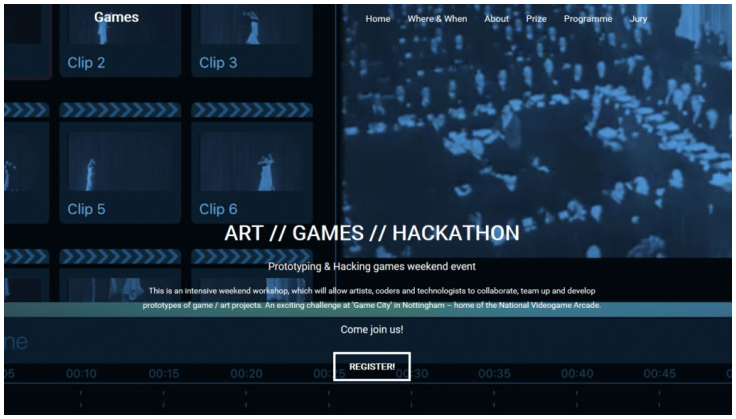
ART // GAMES // HACKATHON

The **ART // GAMES // HACKATHON**] was an intensive weekend workshop, which will allow artists, coders and technologists to collaborate, team up and develop prototypes of game art projects. This exciting event took place at **Game City in Nottingham - home of the National Videogame Arcade on 16th and 17th April 2016**.



The ART // GAMES // HACKATHON is part of Europeana Space, a large EU-funded project, which examines the creative reuse of online content across a range of media and art forms.
This is the sixth hackathon to be hosted by the project. Previous events have focussed on a variety of disciplines, including dance, publishing and photography. Building on three game prototypes developed as part of the project, this event explored the gamification of online culture, and considered how innovative new game projects might cultivate new forms of participation.
Event page: http://www.europeana-space.eu/hackathons/games/
Follow the Twitter channel of the event: **@ArtGamesHack**
Participants entered into a competition, which involved regularly pitching their ideas and prototypes to a jury of experts, over the two days and a final presentation. The three winning projects will now receive further mentoring from Simon Cronshaw from Remix Summits, and the chance to participate in a **Business Modelling Workshop** to further shape their projects and develop business plans. These three finalists will then compete for three months of tailored **business incubation** from world-class industry leaders.
The ART // GAMES // HACKATHON organising partners:
E-Space http://www.europeana-space.eu

Coventry University http://www.coventry.ac.uk

Game City http://gamecity.org/

Remix Summit: http://www.remixsummits.com