



Call for Applications: Hack for Europe / Hack pour l'Europe

Anyone who would like to develop ideas for games and early prototypes on the **subject of Europe** at a two-day hackathon can now apply to participate in the "Hack for Europe" held at ITFS19. The game ideas are to centre around **diversity, democracy, and freedom**.

The game jam is organised by the Stuttgart International Festival of Animated Film (ITFS) in cooperation with the Institut français Stuttgart and the Heinrich Böll Foundation.

The hackathon starts on Friday, May 3, 2019 at 11 a.m. and closes on Saturday, May 4, 2019 at 8 p.m. It is aimed at creative minds, programmers, game designers, graphic artists, students and, above all, anyone interested in Europe. Experience in development is helpful, but not required.

"Hack for Europe" also serves as a forum for exchange between creative professionals from the games and animation sectors as well as an international showcase.

In addition to and preparation of the hackathon, a workshop on "Writing for Games with Social Impact" takes place on May 2, 2019. Internet access and catering are provided, but participants must bring their own laptops and software. The ITFS covers the cost of four nights of hostel accommodation for participants from outside the Stuttgart region. Participants also receive free accreditation for the 26th Stuttgart International Festival of Animated Film. The application fee is 10 EUR. From among all applicants, a maximum of five teams of no more than four persons each are selected for participation.

On Sunday, May 5, 2019, the game prototypes developed at the hackathon are presented and played on the large LED wall on Schlossplatz.

Register your team here: www.itfs.de/en/tickets/workshops-and-game-jams/

Work samples (if available) are helpful for registration – as well as information on the individual team members.

Closing date for registration is April 15, 2019.