

MEDIA INFORMATION

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MORAY GAME JAM, 2015

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YOUNG GAMEMAKER KEEPS CALM AND CARRIES ON...

An 18-year-old student from Elgin has been crowned winner of a high-profile video game competition after his mate failed to show up at the start of the 48-hour long game-making marathon.

Following his friend's no-show at the start of the Moray Game Jam in Elgin last Friday afternoon, Corrie Green asked judges if he could carry on with creating a video game alone.

After a quick consultation, the panel of experts at the gaming marathon decided to allow Corrie to operate as a lone wolf.

Corrie, currently studying for an HND in Computing Science at Elgin's Moray College UHI, where the weekend-long contest was held, fought off fierce competition from thirteen other teams of gamers from across the UK.

His winning creation, *Absorb*, is described as a survival-based game in which geometric shapes do battle.

Corrie will now have the opportunity to be mentored by Elgin-based games studio, Hunted Cow Studio, to refine and develop his game, with the possibility of taking it to market.

The runners-up in the competition, which was being held for the second year, were *Ramensoft*, a team from Abertay University with their creation, *Nightwatch*.

Ramensoft came together for the first time as a team for last year's inaugural Moray Game Jam and have since attended other similar events as a team and gone on to create five games.

One team member is a student at Moray College UHI while two others are previous Moray College UHI students.

Although Dundee is widely viewed as the gaming capital of Scotland, Elgin has been catching up in recent years, with the Hunted Cow Studios and courses at Moray College UHI proving a magnet for aspiring game developers.

Screen and broadcast support organisation, ScreenHI, has been backing the growth of the gaming industry across the Highlands and Islands.

New to Moray Game Jam this year was a board game category, which was won by Black Isle-based *HexWar Games* for their creation, *Sock Monster*.

Described as the most northerly event of its type in the UK, this year, teams from as far afield as Durham travelled to Elgin to create a game based on the Eclipse-inspired theme of *'Now You See It Now You Don't'*.

It is organised by Moray College UHI and supported by Screen Hi and The Hunted Cow Studio.

Judge Brian Baglow of the Scottish Games Network, said: "The Moray Game Jam is one of the friendliest, most well organised and creative events in the UK. The collaboration and communication between the teams was amazing.

Games writer and co-judge, Phil Harris, added: "Yet again the Moray Game Jam proves it is leading the way games should be run and constantly pushing the boundaries of jamming in a positive way reflected in the quality of games created."

Amanda Millen, director of ScreenHI, said: 'This year's Moray Game Jam has been full of creativity, inspiration and goodwill. It has been a pleasure working with partners like Moray College UHI and The Hunted Cow Studios. This event is such a good focus for talent and creativity in Moray and long may it continue.'

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