Experimental Game Cultures Game Jam 2026

Call for Participation to all Angewandte Students

The Vienna-based association **SUBOTRON**, the New York NGO **Games for Change** and the **Belvedere** are joining forces for the first time in spring 2026. Together, they are organising events at Austrian universities where playable prototypes of digital games will be created. These are inspired by the United Nations Sustainable Development Goals (SDG) and combine entertainment with social issues. The games developed show how digital technologies can address future issues and make artistic heritage accessible through interactive formats.

By participating in Games for Change's annual global Student Challenge, all Angewandte students have the opportunity to showcase their visions and the high quality of Austrian education in the STEM and multimedia fields on an international stage. They expand their technical skills, strengthen their social competencies and enhance their portfolios with projects that combine creativity, innovation and social responsibility.

With Belvedere, one of the oldest museums in the world and also a venue for contemporary art and digital communication, as a cooperation partner, Angewandte students also have the opportunity to develop a prototype based on Austria's artistic heritage under the title 'PLAYING ART'. For several years, the Belvedere has been engaging with games as a contemporary form of art and knowledge transfer, fostering experimental approaches between collection, digital culture and participation. Through the Belvedere's open content programme, students gain access to extensive databases that serve as the foundation for game elements, level designs and narrative concepts.

The games developed during the game jams will be published online in September and will be available to play at Belvedere 21 as part of an exhibition in November 2026. Presentations will provide insight into the students' ideas, concepts and development processes and invite visitors to engage in dialogue with the young developers and their teachers. The event will conclude with the presentation of the 'Austrian Impact Game Idea 2026' award.

Info and updates: https://subotron.com/14862-game-jams-2026/

Dates Experimental Game Cultures Game Jam

- Thu 26 March 1pm - late: Game Jam

- Fri 27 March 1pm - late: Game Jam

- Thu 30 April 2 - 5pm: Presentations & Feedback Session

Place

Expositur PSK, Studio Experimental Game Cultures

Georg-Coch-Platz 2, 1. Floor (Room 151/152), 1010 Vienna

Conditions of Participation

Angewandte Course to register (mandatory)

https://base.uni-ak.ac.at/courses/2026S/S04436/

Online registration (mandatory)

https://forms.gle/We7cuVSbZNJBigm27

Infrastructure

Tables, chairs, electricity, water/tea, snacks

Please bring all hard- & software you need to participate!

Contact Organizer

Jogi Neufeld office@subotron.com

Game Jam Topics

Option 1: Participation in the *Games for Change Student Callenge 2026*

Age: 19 - 25 years („Expert Competition")

Team Size: 1-4

Game Engines: all

Game: - Games must be playable on a web browser and accessible via a URL.

- Games created in Unity or similar platforms may be uploaded to itch.io.

- If you are unable to submit a game using itch.io, you may submit it as an .exe (executable) file.

Online Submission until 30 march 26:

https://g4cstudentchallenge.secure-platform.com/a/organizations/main/home

Competition guide:

https://www.gamesforchange.org/wp-content/uploads/2025/10/SC-25-26-Competition-Guide-v7.pdf

Themes

1. Outgrow Hunger

   Design a game where players care for a natural space that feeds and supports a community.
   https://learn.gamesforchange.org/themes/outgrow-hunger

2. Own the Road

   Design a game that inspires safer behavior in and around vehicles and reduces the risks of being on the road.
   https://learn.gamesforchange.org/themes/own-the-road

3. All in for Nature: Reefs & Rainforests

   Design a game that tells the story of a reef or rainforest under threat, and how people unite to protect it.
   https://learn.gamesforchange.org/themes/all-in-for-nature-reefs-rainforests

Option 2: PLAYING ART

Age: open

Team Size: open

Game Engines: all

Game: Playable / downloadable on itch.io

Deadline Submission: 03 July 26

Theme

The Gallery Belvedere provides Austria's artistic heritage as a creative source of inspiration for your games. Through the Belvedere's open-content program, you will have access to an extensive range of data released under CC0 or CC BY licenses. Image media including metadata, provenance information, and short descriptions are available via an API and can be used to create game assets, level designs, and narratives.

Explore artworks as well as art-historical periods from the Middle Ages to the present in a playful way. Do you have any suggestions on how to explore the Belvedere collection online?

As a cultural institution, the Belvedere is committed to responsible and respectful forms of play. The games must be non-violent and completely free of any sexualized content. Child protection standards and ethical guidelines must be observed. Accessibility and plain language are welcome, though not required.

(Link to API follows)

Granting of rights

The teams agree that the works created during the Game Jam may be communicated without restriction and for an unlimited period of time on all Belvedere communication channels. Games may be shown on itch.io and all other Belvedere platforms. Any further development/use must be agreed directly with the developers.

Releases and Presentations 2026

- **January – June**
    - Game Jams all over Austria

- **May**
    - G4C-Finalists and educators are invited to a virtual awards ceremony.
    - Submitted games can be released on the *G4C Student Arcade Site*.

- **September**
    - All games will be released and promoted on the SUBOTRON itch.io site.
    - All „Playing Art" games will be released on the Belvedere itch.io site.
    - All games participate in the „Austrian Impact Game Idea 2026" Competition.

- **November**
    - All games will be exhibited and presented at Belvedere 21.
    - All teams participate in the award ceremony of the „Austrian Impact Game Idea 2026".

Benefits for participating Angewandte students

- Improvement of technical & social skills by working on an impactful topic

- Development of a prototype as a kick-off for a game project leading up to a full release

- Team building with the opportunity for continued collaboration

- Coverage in SUBOTRON newsletters and on social media throughout the year

- Global recognition through the GAMES FOR CHANGE network

- Chances to earn themed prizes in 10 categories at the G4C challenge

- Chance to win the „Expert Division Game of the Year" prize at the G4C challenge: $10,000 scholarship (divided amongst team members)

- Chance to be featured in Belvedere communication channels and on their itch.io site with the PLAYING ART theme

- Opportunity to continue working with Belvedere

- Opportunity to exhibit and present the game at the Belvedere 21

- Chance to win the "Austrian Impact Game Idea 2026" award