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April 28, 2006

▶ [2006 Toronto Indie Game Jam Details Revealed](#)

The Toronto Indie Game Development Jam (TO Jam), a game development binge that lures up to 40 game developers from around the country, will take place from May 5-7. The event invites game developers to converge at the International Academy of Design and Technology in Toronto to create unique and creative games over the span of 3 days.



According to the organizers, participants start from scratch, and deliver a completed game by the end of the weekend. All completed games will be hosted on TO Jam website, which means that games created for the event will be available in a centralized location for public download, exposing independent developers to both casual visitors and professional teams scouting for talent.

The event is not billed as a competition, but rather as a gathering of independent talent to create and learn from each other over the three-day span. In addition, event organizers recently announced that TO Jam will be free, and that all registrations thus far will be refunded, an added incentive to bring in talent.

TO Jam is sponsored by The International Academy of Design & Technology, Youthography, and GarageGames, creators of the Torque game engine and other game development tools. For more information on TO Jam, including how to register, visit [the official TO Jam website](#).

POSTED: 8.11am PST, 04/28/06 - Jason Dobson - [LINK](#)

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