Tankopanijam

A game jam at the Nemours Estate, briefed and judged by the patients of Nemours Children's Hospital.

April 4–9, 2027
Nemours Estate and Hospital
Wilmington, Delaware

FOR UNIVERSITIES

Put a team in the room.

A hundred years ago Alfred I. duPont filled the Nemours Estate with everything he loved, and his foundation built a hospital for children. Over one week in April, five college teams get seventy-two hours to build a game out of that place — for the patients who wrote the brief, and judged by them.

Why it earns the week

— A scored external competition against four other institutions, on a published rubric.

— Applied learning with a real client, a fixed deadline and a live hand-off.

— A portfolio artifact each student can show — and documented assessment evidence per team.

— Syllabus-ready outcomes if you want to award credit.

— No cost to the institution. Lodging with complimentary breakfast, and snacks provided — teams are responsible for dinners. Equipment available upon request, limited supplies.

What your students build

The prompt is written by a panel of current and former patients and revealed on the Sunday evening. Every game must weave in one theme word, two physical objects from the Estate, one educational aspect, one piece of historical context, and a tune from Alfred's own music collection.

Baseline requirements: 3–10 minutes of play, a working menu in and out, music and sound throughout, playable on Windows or web, and Xbox controller support — with credit for thinking about adaptive controls. 2D or 3D is the team's call.

How it is judged

Three measures, each named for a figure from the Estate: the Alfred measure for technology, the Jessie measure for education, the Hastings measure for design. Judges combine Estate familiarity, Child Life and education knowledge, and games-industry experience. Patients play every submission and award the Patients' Pick.

AT A GLANCE

DATES	Sun 4 – Fri 9 April 2027
WHERE	Nemours Estate and Hospital, Wilmington, DE
TEAMS	Five, of 2–5 students each
BUILD	72 hours, Mon–Wed
COST	None to the institution
SLOTS	One team per invited school

The week

— Sun 4 — Arrival, Estate tour, meet the patient panel. Prompt revealed around 5pm.

— Mon 5 – Wed 7 — Three build days, two check-ins each day.

— Wed 7, 5pm — Final builds submitted to the judges' station.

— Thu 8 — Teams rest. Judges, patients, staff and families play-test and score.

— Fri 9 — Awards, presented by the patients.

What you commit

— One team of 2–5 students, formed by the students themselves. No solo entries and no placement service.

— Students in a related field — game development, computer science, business — with a GPA of 3.0 or higher.

— One Faculty Lead from your school, shared by the whole team, who covers at least two of the six check-ins.

— Students bring their own laptop or desktop and use the engine of their choice.

— Attendance for the week, including the Sunday tour and the Wednesday submission.

Ownership and showcase rights

The Nemours Estate owns everything created during the event — code, assets, design and mechanics. Students keep the permanent right to say they made it for Tankopanijam and to use it in portfolios and applications. Your institution is granted access to showcase its students' work as evidence of its academic programs. No compensation is paid to students or institutions.

Request the full one-pager, or tell us you are in:
help@tankopanijam.com

Commitments close February 15, 2027
Five slots, one team per invited school.