
DO:

- Walk around and briefly pay your first visit to many teams.
- Unobtrusively observe what people are doing by looking into their computer screens or listening to their conversation by standing nearby. (These events by their nature attract participants who are very eager to communicate their enthusiasm to newcomers. In the VERY RARE case that they ask you not to, just move to a different team.)
- (If you are a 201 student, etc) very briefly say at a polite time, when a person doesn't appear very busy, that you are (say in the 201 case) visiting the Game Jam for an extra credit assignment in a beginning Java programming course.
- Write all your notes yourself; it will not matter (in 201) if they have some inaccuracies.
- If you are intrigued by a team's game or project idea, ask when it would be a good idea for you to return to help try it out or test their work in progress.
- Find out when the teams will demonstrate their results to everybody, and think seriously about returning at that time.

DON'T:

- Don't be shy; apply a little force to yourself if you are naturally shy.
- Do not ask anyone to write answers to assigned questions or anything else for you, except of course their name, email, web address, etc. if you'd like to network.
- Do not persist in your interview if someone indicates by voice or body language that they too busy or they need to concentrate right now. Briefly apologize and visit a different team.
- Do not interrupt someone you see intently typing, writing, drawing or staring into their computer screen or into space, or engaged in highly work-specific conversation. Walk around and wait to find people who are currently relaxing.
- Do not go into details about what you yourself are studying, or excessively broad questions such as "What should I take or major in to get a good job?". But if the conversation leads naturally to it, do discuss your specific interests and do ask for advice specific to the person's profession.