

# GAMERella Podcast E03

## Meela dos Anjos – Game Jam das Minas, Brazil

- 1 **Intro:** 0:03 *Welcome to the GAMERella Podcast. I'm Desiree De Jesus and*  
2 *in this episode I talk with 2D UI artist and Game Jam das Minas*  
3 *co-organizer, Meela dos Anjos. We talk about organizing the first*  
4 *game jam in Brazil for women identified folks, and building*  
5 *supports for women in Brazil's gaming industry. You can find*  
6 *this episode's transcript on the GAMERella website for an easier*  
7 *follow along.*
- 8 **Desiree De Jesus:** 0:31 Welcome Meela. Thank you so much for joining us.
- 9 **Meela dos Anjos:** 0:36 Thank you. It's such an honor to participate in this podcast. I'm  
10 so excited.
- 11 **Desiree De Jesus:** 0:43 Oh, we're excited to have you. So tell me who are you? And what  
12 do you do?
- 13 **Meela dos Anjos:** 0:50 Hi, my name is Meela dos Anjos. I am a 2D and UI artists, and  
14 currently, I'm working at PUGA studios and love video games  
15 as everybody that's mostly here on this show.
- 16 **Desiree De Jesus:** 1:08 Yes, we love video games. So when and how did you become  
17 involved with gaming?
- 18 **Meela dos Anjos:** 1:16 This is an interesting story because it was precisely thanks to a  
19 game jam that I got into the gaming industry. I participated in a  
20 global gaming jam, spent the entire weekend and at the end of the  
21 event when I was tired and a little sick, I was called by two of the

22 company's partners for an interview and two weeks later, I was  
23 hired.

24 **Desiree De Jesus:** 1:44 No way. That's amazing. So did you say that was your first game  
25 jam?

26 **Meela dos Anjos:** 1:50 My second one.

27 **Desiree De Jesus:** 1:51 Okay, you're second. Wow, still that's pretty amazing that at the  
28 end your second game jam you had a job interview and an offer.

29 **Meela dos Anjos:** 1:59 That was so amazing.

30 **Desiree De Jesus:** 2:03 It is amazing. So what were you doing at the Game Jam? What  
31 was your part?

32 **Meela dos Anjos:** 2:08 I worked all the 2D the field in that game, the concept for the  
33 character, the background, the UI elements and everything that it  
34 was in a game because the group that I was working on has three  
35 programmers and one artist.

36 **Desiree De Jesus:** 2:30 Okay.

37 **Meela dos Anjos:** 2:32 It was kind of crazy, but it was so amazing. I had so much fun.  
38 And unfortunately, in the end I was sick with a fever and all this  
39 stuff.

40 **Desiree De Jesus:** 2:44 Oh my goodness. This took a lot out of you, huh?

41 **Meela dos Anjos:** 2:47 Yeah.

42 **Desiree De Jesus:** 2:49 So where do you live? And what's the Game Jam community like  
43 there?

44 **Meela dos Anjos:** 2:53 I live in Brazil, in the state Pernambuco. It's in the Northwest  
45 region from Brazil. It's a kind of hot region as well. It's so damn  
46 hot all the time.

47 **Desiree De Jesus:** 3:09 It sounds beautiful. I'm so jealous.

48 **Meela dos Anjos:** 3:11 It's so beautiful. The beaches are the best and the scenery from  
49 game jams in here, as you can guess, full of straight white cis  
50 male. Jokes aside, it's a very tight knit community that works  
51 hard to keep encouraging new people to enter in the industry.  
52 Local companies also help a lot by sponsoring the events and  
53 providing professionals to accompany the game jams and give  
54 feedback to their participants.

55 **Desiree De Jesus:** 3:11 Oh my goodness, that's really good. So you have that tight knit  
56 community plus that kind of institutional support from different  
57 game companies. It sounds kind of like a dream and amazing.

58 **Meela dos Anjos:** 4:09 This is amazing. There is a company called manifesto that all the  
59 game jams, they help a lot, all of them. They have this kinds of  
60 attitude that encouraging everybody to work in the industry and  
61 it's a lot of fun. They are so amazing. So kind people. I really  
62 love to talk to them. It's so amazing and my company as well.

63 **Desiree De Jesus:** 4:37 Sounds like a great partnership. Okay, and your company as well.  
64 That's so good to hear. So tell me about Game Jam das Minas.  
65 How did the idea for this game jam develop?

66 **Meela dos Anjos:** 4:49 The first Game Jam das Minas, it was in 2018. It was created by  
67 Catarina's initiative and all this dissatisfaction with the numbers  
68 of woman events. There is also so little in the game jams about  
69 woman. It's just annoying.

70 **Desiree De Jesus:** 5:16 Very annoying.

71 **Meela dos Anjos:** 5:17 We couldn't even make a group with only woman with so few  
72 participants. Cacá—I call it Cacá, if you mind I really love this  
73 kind of short—brought out the idea and I feel it was my duty to  
74 help produce these events, whatever I could. I helped as a start  
75 with only the 2D part, the promotional stuff, the social media, the  
76 ID, and then I became a mentor.

77 **Desiree De Jesus:** 5:57 Okay, so you were there with Catarina right from the beginning  
78 with helping to shape Game Jam das Minas. Where does the  
79 name come from?

80 **Meela dos Anjos:** 6:08 We used Rio de Janeiro slang to refer to a woman not only  
81 because it sounds funky and fun. But also because Mina is a way  
82 to portray a woman that we believe empowered and unify us.  
83 Because it was a slang free from the male gaze that we feel in  
84 various expressions of our language. A lot of expressions given  
85 for women, it's a kind of sexist and referring also about the body  
86 and Mina is a kind of girl power expression. So that is why,

87 **Desiree De Jesus:** 6:57 Okay, so really, kind of reinforcing ideas of women's  
88 empowerment in your name, rather than it being something that  
89 sexist or just inappropriate. So what was the first jam like?

90 **Meela dos Anjos:** 7:15 It was an explosion of emotions.

91 **Desiree De Jesus:** 7:19 Oh, tell me more.

92 **Meela dos Anjos:** 7:21 We were as exhausted from so much of arranging. We fill up with  
93 anxiety as to whether the participants who sign up would show  
94 up. When we saw that the vast majority show up, we were elated.  
95 It was so amazing. I can't explain it. It was just amazing.

96 **Desiree De Jesus:** 7:47 And how many people were you expecting?

97 **Meela dos Anjos:** 7:51 Everybody confirms the presence but the people in Brazil custom  
98 to confirm things and then don't show up.

99 **Desiree De Jesus:** 8:05 Same here. Same here. It can happen.

100 **Meela dos Anjos:** 8:09 So it's global.

101 **Desiree De Jesus:** 8:10 It's a human condition. How many people showed up for that first  
102 jam?

103 **Meela dos Anjos:** 8:18 That was just two of the people that confirm that don't show up.  
104 Just two. For mostly forty. My memory is a mess. I really can't  
105 remember the exactly number but it's more or less forty  
106 participants. It was a lot of people and from that participant, just  
107 five were men.

108 **Desiree De Jesus:** 8:51 Really? So quite a turnout with women and girls. And I imagine  
109 some non-binary folk in there as well.

110 **Meela dos Anjos:** 8:59 Here in Brazil, we starting to understand another genders. In the  
111 couple years back so it is just a struggle to get all this diversity.  
112 In the first game jam, I think we just have one participants that  
113 was another gender that is not binary, you know? And it was  
114 amazing. And after that, all the game jams have some diversity  
115 by gender. It was such a fun to knew out these people that we  
116 fortunately don't see much in the daily day. But it was amazing.  
117 Really amazing. And such a beautiful and fun people to work  
118 with. It was such a dream come true. When I see all these glowing  
119 eyes looking at us, and seeking guidance and excited to be there  
120 I was, "Oh, damn." This is the most amazing feeling in the world.

121 **Desiree De Jesus:** 10:24 Right. Because you have come up with this idea. You want to  
122 help people to feel welcome so they can learn and feel  
123 empowered. And then they show up. And it's like, "Oh, my  
124 goodness, they're here."

125 **Meela dos Anjos:** 10:38 It was such a dream. I can see the moment in my eyes right now.  
126 It's so amazing. So overwhelmingly happy. It was a dream come  
127 true.

128 **Desiree De Jesus:** 10:55 So what kinds of support did the jam offer?

129 **Meela dos Anjos:** 10:59 Unfortunately, we couldn't afford the equipment for everybody.  
130 But we provide another stuffs mostly structural, for everybody.  
131 We provide two meals for everybody, including vegan options,  
132 coffee thanks to sponsorship, comfortable sofas for the  
133 participants thanks to the Porto Digital Space. It was such a  
134 beautiful structure for game jams. It's not for the game jams, but  
135 serves as well. It was such a good experience.

136 **Desiree De Jesus:** 11:38 It was part of the experience.

137 **Meela dos Anjos:** 11:40 Because if you don't sleep in the game jam what you're doing.  
138 At least here in Brazil, it's kind of part of the package. The  
139 building has a doorman, security guards and correct entry and  
140 exit time to ensure the safety for all the people in the event. In  
141 addition, of course, mentorship for all the areas to do their game  
142 jam, and with the unfortunately exception of the musical area.  
143 Because we just see the importance for mentorship three years  
144 later, unfortunately. But that was a lot of fun. It's fun right now,

145 but in the time, it was hell to get all this done. It was such a  
146 journey.

147 **Desiree De Jesus:** 12:38 I can imagine. So you had a building with security, you're talking  
148 about air conditioning and Wi-Fi, and providing meals, even  
149 vegan options. That's really good for your first game jam.

150 **Meela dos Anjos:** 12:54 We work a lot. But we see the need for all this stuff. Because it  
151 was so hard to get this woman at the game jam. So we had this  
152 feeling that we need to get the best we could. We love it so much  
153 the idea that we put all our hearts and our souls and spend a lot  
154 of coffee in the process to do all this stuff by the event. It was  
155 such a mess, doing all that but in the end it pays off. In the end it  
156 was amazing.

157 **Desiree De Jesus:** 13:38 So what kinds of games were made?

158 **Meela dos Anjos:** 13:42 We had several types of games from the traditional platform to  
159 visual novels. It was amazing. It was such incredible kind of  
160 range for games. Casual with the story, and with cut scenes.  
161 What? Wow.

162 **Desiree De Jesus:** 14:01 Wow.

163 **Meela dos Anjos:** 14:02 Yeah. It was so beautiful to help everybody produce them. And  
164 the moment that to see them ready on Sunday. Damn, we all  
165 crying everywhere. Everybody was crying. It was such an  
166 emotional moment. Me, and Cacá are very emotional people. So  
167 it was impossible to hold back the tears.

168 **Desiree De Jesus:** 14:28 I imagine you were just so proud of what people had  
169 accomplished. They were tears of joy.

170 **Meela dos Anjos:** 14:35 Yes, the joy was everywhere. Everybody seeing the final result  
171 was such a moment. I'm so happy to remember all of this.

172 **Desiree De Jesus:** 14:50 So, I'm wondering also, just as you've talked about some of the  
173 challenges with providing everyone with the equipment and yet  
174 despite those challenges, it sounds like people had what they  
175 needed to be able to produce some really beautiful games. Now,  
176 were some of your participants coming from schools or the game  
177 industry? How was everyone so ready? Did you have workshops?

178 **Meela dos Anjos:** 15:20 We provide some workshops previously, before the main event.  
179 So that was a workshop for programming with, I guess, it was a  
180 Unity or Unreal, I really don't remember, with Taty Calixto. She  
181 is amazing person. She's a brave woman, and she understand  
182 everything about coding. She's awesome. And she provides the  
183 teaching, as well. And so when the people came for the Game  
184 Jam, just have some background to start from somewhere. So  
185 about the age for the participants, we had seen 14 to 40. We had  
186 such a range for all the ages. It was surprising, because we see  
187 this woman were from all the generations wanted to work with  
188 the game industry, and had this passion.

189 **Desiree De Jesus:** 16:33 That's quite an achievement to bring such a wide range of women  
190 to follow their passion and make games. 14 to 40? I mean, that's  
191 quite a range.

192 **Meela dos Anjos:** 16:48 Yeah.



193 **Desiree De Jesus:** 16:50 So what did people go on to do after the jam? Did they go on to  
194 make industry connections? Were they like you, they got an  
195 interview right away and a job?

196 **Meela dos Anjos:** 17:01 After the event, we held a recap meeting with some companies  
197 for the local gaming industry, and some even tried to follow their  
198 games and continuing working on it. But unfortunately, I lost  
199 contact with them. So I don't know how many succeeded in this  
200 task. But the companies gave some feedback for the games that  
201 we present. And some today works in these companies and others  
202 is just from around the world working in all kinds of kinds of  
203 field in technology area. It's such a proud to remember all this.

204 **Desiree De Jesus:** 17:48 Yeah, that's quite an impact to then be able to see so many  
205 participants in different technology jobs. Yeah, that's really quite  
206 meaningful. So I mean, I've heard so many good things just now  
207 about how transformative this experience was, and how  
208 wonderful it felt to see that kind of excitement on people's faces  
209 during the process, but also, afterwards with having the play test,  
210 so I'm wondering, what was something challenging that  
211 happened? What was a difficult situation that you experienced?

212 **Meela dos Anjos:** 18:35 We had some issues and misunderstandings with some groups.  
213 But we helped as much as we could, at the time, resolve the  
214 conflicts and ensure that everybody's feels comfortable with the  
215 event.

216 **Desiree De Jesus:** 18:51 So it was participants that were having difficulties?

217 **Meela dos Anjos:** 18:56 Yeah, in this case, it was a generation conflict. Some people don't  
218 get the patience to understand the struggles for the other. So we  
219 had to mediate the solution for that kind of problem. But some  
220 stress happens. But the passion from the industry and the desire  
221 to include more diverse people, makes you overcome all their  
222 diversity.

223 **Desiree De Jesus:** 19:31 Right. Yeah, you just stay focused. But that's interesting how,  
224 while you had that wonderful range, that there was some conflict  
225 kind of arising out of those generational differences. Walk me  
226 through all the steps of what happens when someone comes to  
227 Game Jam das Minas?

228 **Meela dos Anjos:** 19:52 Alright, first of all, they subscribe to the forum and informing the  
229 area that they want to work on. And if they had the equipment  
230 because we couldn't provide so they had to get the equipment on  
231 the event. And after that we analyze every participant. It was such  
232 a task. Because it was so many people subscribing to the event.  
233 It was amazing to see. And because even, we don't even think  
234 that there was so many women who wanted to join the gaming  
235 jam. And then all of a sudden had over 100 who wanted to  
236 participate.

237 **Desiree De Jesus:** 20:51 Over 100 women?

238 **Meela dos Anjos:** 20:53 Yeah. And after analyzing all the profiles, we send them email  
239 announcing all the participants. And after that, we provide the  
240 workshops, and then the event. And that's why we don't want the  
241 team's form before the event. Because we think it's nice and fun

242 to meet new people and work with you had in the time. Because  
243 we get a theme to think about the game, about that theme. And  
244 after that, we just mentor everybody, and help with the scope.  
245 Because when you join a lot of girls in the room, we started to  
246 think about the story, about the gadgets, about everything we  
247 want, and it was a mess if you think about that. We need to  
248 maintain the scope short, because it's event with only weekend  
249 form duration.

250 **Desiree De Jesus:** 22:09 Right. I bet they were excited and had just as with any game jam,  
251 you kind of have this big picture of all the things that you want  
252 in your game. And I think that's why mentoring is so important  
253 because sometimes you don't know all that's involved to bring  
254 your dream to life. So to have a mentor say, "Yeah, let's scale  
255 back a bit. Let's make this more manageable is a really good  
256 piece to have." I like that idea of how you formed the groups after  
257 analyzing these different profiles so that you could match people.  
258 It feels like a kind of caretaking to make sure that everyone has a  
259 good experience. So were you matching people in terms of skill  
260 levels and interests? How did you begin to put those teams  
261 together?

262 **Meela dos Anjos:** 22:59 Yeah, we wanted to get some beginner level and some with more  
263 skills, but we wanted to keep the beginner level as much as we  
264 can. And we had to filter about the area as well. Because here in  
265 Brazil, we had so many artists, it's amazing. But when we need  
266 to get a game jam, we need programmers, we need managers, we

267 need sound designers, so we had to balance everything. Because  
268 if we put so many artists how they will provide a game in the end.  
269 You know there is some if you use the creativity, we can put the  
270 card game but it's such a work to do this in a weekend because  
271 you only have two hands, dude, to do all this cards and all this  
272 stuff in traditional way. Why? Or digital but digital is a kind of  
273 struggle as well, doing these kinds of games. You know what I  
274 mean.

275 **Desiree De Jesus:** 24:27 I do. Each piece kind of has its own challenges as well. So what  
276 was an unexpected positive outcome?

277 **Meela dos Anjos:** 24:35 When you do a game jam, we do a lot of friendships and some I  
278 even carry with me all these years into today. And I wanted to  
279 talk about Thay, that's my friend that she's amazing artist and  
280 worked a lot in the publicity field. She wasn't happy in that kind  
281 of field, because she wanted to make games. And so she left the  
282 countryside that she lived and participate in the Game Jam das  
283 Minas, struggles a lot to get all the equipment and travel all this  
284 distance to participate. And she was amazing in the event. So  
285 after two, only two I think she.... But if I am an employer, I take  
286 her in the first one because she did amazing work. But continuing  
287 after that she was employed by the company that I worked on,  
288 and she works with me side by side. And she's kind of my child  
289 in the company. I really love to see all this progress that she was  
290 making, and she makes as well, today. And I think she's even  
291 better than me today. I mentor her in the game jam. And I mentor

292 her after the game jam. And then she overpassed me, and today  
293 she's the amazing artist that she is. And I really loved to see all  
294 the journey and see how it ends and - Oh, so proud of her.

295 **Desiree De Jesus:** 25:33 So she came from the countryside.

296 **Meela dos Anjos:** 26:48 Yeah.

297 **Desiree De Jesus:** 26:48 She wanted to switch careers.

298 **Meela dos Anjos:** 26:51 Yeah.

299 **Desiree De Jesus:** 26:52 And she was successful because of what she learned and was able  
300 to do through the game jam.

301 **Meela dos Anjos:** 26:58 Yeah.

302 **Desiree De Jesus:** 26:59 Wow. That's such a great story.

303 **Meela dos Anjos:** 27:04 Thank you.

304 **Desiree De Jesus:** 27:05 Now also think about something that was challenging. So maybe  
305 what was something that you didn't expect that was a real  
306 challenge? That maybe was a less positive experience during  
307 organizing.

308 **Meela dos Anjos:** 27:22 There was a challenge that repeats in all game jams. It's about  
309 the vegan food. It's not hard to get, but it's hard to keep the  
310 curious ones away from the food before the vegans could eat, so  
311 we had to guard the vegan food. We had to organize the lines  
312 because there's some participants that are so curious about the  
313 flavor and how can we make pizza vegan and all this stuff.

314 **Desiree De Jesus:** 28:04 It's intriguing. It's intriguing.

315 **Meela dos Anjos:** 28:07 And so we had to put one sign in front of the vegan food. “Are  
316 you vegan? You can eat. Are you a vegan? You can eat?” And  
317 after every vegan eats food we open for everybody to try the food.

318 **Desiree De Jesus:** 28:28 That makes sense. But yeah, you have to protect their food to  
319 make sure the vegans actually get to have vegan food. Makes  
320 sense. And very practical.

321 **Meela dos Anjos:** 28:38 The other struggles is about get some sponsorship. Because in the  
322 first event, it was so damn hard to get things done. And the first  
323 Jam das Minas was the toughest. Because Catarina didn’t know  
324 anyone in the local industry. She was a beginner in the field as  
325 well. So she started literally knocking on some company’s doors  
326 and ask you to present our project.

327 **Desiree De Jesus:** 29:14 Wait, she went door to door asking these companies?

328 **Meela dos Anjos:** 29:17 Door-to-door. Yeah, she was a fighter. No, she is a fighter to this  
329 day. She’s an amazing person. Porto Digital digital was the first  
330 to open the space for us but a lot of companies as I said before,  
331 help us a lot like Manifesto, and PUGA. And also we had the  
332 sponsorship in energy drinks and coffee and a lot of restaurants  
333 help us as well because we need to provide the food.

334 **Desiree De Jesus:** 29:49 People got to eat.

335 **Meela dos Anjos:** 29:51 Yeah, but the struggles is mostly for organizing stuff. In the  
336 event, just a little struggling in the team, it’s okay, it’s part of the  
337 development for the game, but we never had these issues that we  
338 cried or we had to get some participants and talk seriously with  
339 him or with her.

340 **Desiree De Jesus:** 30:20 So on a practical level, how did you get food and energy drinks  
341 and coffee? Was it donated?

342 **Meela dos Anjos:** 30:30 As I said before, we had to knock on the door to every company.  
343 And after that, they provide us the food, the energy drinks, the  
344 coffee, but in return, we had to promote the product in the social  
345 medias and in the event. Because we had to pay some things like  
346 part from the food and the T-shirts that we provide because  
347 everyone loves some souvenirs.

348 **Desiree De Jesus:** 31:08 Yeah, souvenirs are great. So all the participants or the mentors,  
349 everyone had T-shirts?

350 **Meela dos Anjos:** 31:14 Everyone. But as you can see we worked a lot to get things done.  
351 So we had to promote this product and these companies in the T-  
352 shirts, in the social medias, in the event, and everywhere we need  
353 to show. But we had some media covering the event in the first  
354 one. It was amazing. It was the local journal. So after that, it was  
355 a lot of easier to get some sponsorships.

356 **Desiree De Jesus:** 31:53 Right, after that publicity.

357 **Meela dos Anjos:** 31:55 Yeah, the game companies here helps a lot for providing food as  
358 well.

359 **Desiree De Jesus:** 32:04 That sounds like it was an amazing experience. So what do you  
360 wish that you had known before the first jam?

361 **Meela dos Anjos:** 32:14 You know? I think I need to work out

362 **Desiree De Jesus:** 32:20 What do you mean? Just for the stamina?

363 **Meela dos Anjos:** 32:23 Yeah, we had to get some stamina to participate, to get on the feet  
364 a lot of time and to help everybody because one table had needs

365 help, another needs too, and another needs too. “Yeah, please  
366 wait.” And so we had to get moving all this time and if you don’t  
367 get this stamina. Dude, you will struggle a lot.

368 **Desiree De Jesus:** 32:59 I would say comfortable shoes are very important.

369 **Meela dos Anjos:** 33:02 Yeah. And this is a lesson that I learned after the first game jam  
370 because the shoe I was wearing that day...

371 **Desiree De Jesus:** 33:12 I bet they were cute though.

372 **Meela dos Anjos:** 33:14 Yeah, they were. But yeah, the stamina and the hydration. Please  
373 drink some water. It’s really, really, really, really helpful. And a  
374 lot of coffee as well. Because we need to get some energy, but  
375 we need to get sharp on the field we work on as well because they  
376 have such unexpected questions that is surprising. So we had to  
377 get sharp in the field that we will mentorship. We need to know  
378 a lot for the fields that we mentorship in, because some questions  
379 are unexpected and surprising. Surprisingly deep, surprisingly  
380 confused and we need to understand everything to get the answer  
381 that they needed. And this is what we expected but also is a  
382 surprise in my field as well, as I’m mentorship UI. Some asked  
383 me how to format, or the size from the assets they need to export.  
384 But some came to me, on how can make these button big if I  
385 made them just this short? How do you do that? You need to do  
386 the button in the right size. You had to talk with the programming  
387 to get the right size. But they actually didn’t talk to me. But you  
388 need to talk to them. And the communication is a struggle in



389 every game jam. There are shy people. There's a really shy  
390 people in some cases.

391 **Desiree De Jesus:** 35:34 Were there any shifts in the ways that you organized jams during  
392 the pandemic?

393 **Meela dos Anjos:** 35:43 Yeah. When all the pandemic has started, we try to get some  
394 model of hybrid participation. We had some at their homes and  
395 some physical participant. It was an interesting choice, because  
396 we had some struggles mostly for the communication. And after  
397 that, we understand that we can't do that again, because the  
398 pandemic, it was intensified after that. We had this event in  
399 March in Brazil, and in the end of March -

400 **Desiree De Jesus:** 36:33 Of 2020?

401 **Meela dos Anjos:** 36:34 Of 2020. In the end, we had to lock up in our homes. So it was  
402 the very end for the freedom.

403 **Desiree De Jesus:** 36:51 Yeah, for many of us.

404 **Meela dos Anjos:** 36:53 Yeah. But it still works with some struggles, with some  
405 misunderstandings along the journey, but it still works. All the  
406 games could work; we could present for the companies as well.  
407 So it was nice even with all this troubles. In the fourth year 2021,  
408 it was completely own discord, because we couldn't risk the lives  
409 for everybody on a present event. So we adapt and we create a  
410 Discord server to everyone that wanted to participate. As you can  
411 see, analyzing and making sure every part for the game jam had  
412 the right amount of every field because a lot of artists...

413 **Desiree De Jesus:** 37:59 Right. So you were managing that shaping the teams again,  
414 throughout that process.

415 **Meela dos Anjos:** 38:05 But as the online format, we could provide some more workshops  
416 before the event. So it was a lot of fun. Without the glowing eyes  
417 and the warm feeling but as you can see, it still works. And then  
418 we had some amazing games. We met some amazing people, and  
419 it was so much fun. Me and my boss at POGA's it is. We was in  
420 every room asking, "Did you need some help? Did you need  
421 some help? Did you need some help?" With kind of this kind of  
422 tone because we want to everybody feels the warmth, even  
423 without the contact.

424 **Desiree De Jesus:** 38:57 Well, that's wonderful. So there were some definite benefits that  
425 being online supplied that there were different ways that you  
426 could stay in touch and foster that joy, which are really important  
427 parts of the game jam. So what does game organizing look like  
428 for you going forward?

429 **Meela dos Anjos:** 39:20 We will keep the distance for sure because even with the lock  
430 down getting down, we still don't have the right amount for  
431 vaccinate in my country to be safe in the safest way. So I think in  
432 this year, we will continue with the online format because of that.  
433 But still, it's a lot of work even in the online format because we  
434 wanted to provide the workshops as well. I think in this year; I  
435 will provide some workshops for my field. So I'm kind of  
436 nervous about that. I'm joining all the material. But last year, it  
437 was amazing. So I think this year, it will be as well amazing. So

438 I'm looking forward to it. I'm eager to see all these faces again.  
439 And this year, I will try to get some people on the video because  
440 I need to see that glowing eyes, and I need to see the excitement  
441 and...

442 **Desiree De Jesus:** 40:40 Smiling faces.

443 **Meela dos Anjos:** 40:42 Their smiling faces.

444 **Desiree De Jesus:** 40:44 So how can people support Game Jam das Minas?

445 **Meela dos Anjos:** 40:48 In addition to participating in our event, you can share them on  
446 social media, and volunteer to be mentors. We only accept female  
447 mentors though, because we want to keep sharing the core of the  
448 event. We wanted to see more women in the field. So we provide  
449 mentorship only with woman. If you want to pass on some  
450 knowledge that you think is relevant to new woman in the  
451 market, you can be a major as well. And we want to make some  
452 friends. If you want to make some friends and you are bored in  
453 your home and you want to do some games, please come to us,  
454 join us, it's only fun and such a warmth to participate so please  
455 come.

456 **Desiree De Jesus:** 41:47 It sounds so exciting. I'm definitely looking forward to hearing  
457 more about what's happening with Game Jam das Minas. I love  
458 that idea of having women mentors, just because it's really  
459 important to make them visible. There's kind of that saying about  
460 like, "You can't be, what you can't see." So having women  
461 mentors, within these game jams, I imagine just really helps to

462 inspire so many of your participants. Meela I have absolutely  
463 loved our conversation. Thank you so much.

464 **Meela dos Anjos:** 42:24 Me too.

465 **Desiree De Jesus:** 42:24 Thank you so much for sharing all these tips and these stories. I  
466 am just really thrilled about what's in store for Game Jam das  
467 Minas in the future.

468 **Meela dos Anjos:** 42:24 Thank you so much for the inviting. It was a lot of fun. I really  
469 enjoyed our conversation. And I hope that all you guys doing  
470 well and drink some water. Watch out with the coffee, and just  
471 be fun. Just be free.

472 **Desiree De Jesus:** 42:56 Great.

473 **Meela dos Anjos:** 42:57 Bye.

474 **Outro:** 43:00 *Well, that concludes our conversation with Meela dos Anjos*  
475 *about Game Jam organizing in Brazil. I hope you enjoyed it.*  
476 *Thanks so much for listening and don't forget to follow us on*  
477 *Instagram and Twitter.*