

ENVISION GAME & TECHNOLOGY ACADEMY POWERED BY GEORGE MASON UNIVERSITY'S COMPUTER GAME DESIGN PROGRAM

George Mason University, Fairfax, VA
June 25 – June 30, 2017

*2017 Residential Program Sample Schedule**

Students will participate in the sessions and activities corresponding to their chosen course track – *3D Game Design and Entrepreneurship*; *Foundations of Digital Art*; *Art & Animation: Foundations of 3D Studio Max*; *Mobile App Development: Android*; *Virtual Reality Game Development*; or *Introduction to Game Design: Story-Based Game Design for Girls*. The program schedule includes introductory and advanced content sessions, lectures, campus tours, lunch, studio work related to course topics, dinner, weekend and evening activities, and free time.

Day One (All Students): *Registration and Orientation*

3D Game Design and Entrepreneurship

Day Two - "What Makes a Good Game?" Design Principles

Day Three - Game Engine and Programming Fundamentals

Day Four - Art, Story, and Sound

Day Five - Planning and Producing Your Game

Day Six - Presenting Your Game Proposal

Foundations of Digital Art

Day Two - Introduction to Photoshop Tools and Peripherals

Day Three - Brush and Pen Sensitivity Practice

Day Four - Shading, Coloring, and Merging and Constraining Layering

Day Five - Still Life and Custom Brush Practice

Day Six - Using FX layers for Image Enhancement; Final Synthesis

Art & Animation: Foundations of 3D Studio Max

Day Two - Concept Art – 2D Modeling

Day Three - Concept Art – 3D Modeling

Day Four - Texturing and Coloring

Day Five - Lighting and Rigging

Day Six - Introduction to Animation; Final Project

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Mobile App Development: Android

Day Two - How to Navigate Android Studio; Creating a Plan for an App

Day Three - Creating Interfaces Using Code or Drag-and-Drop Methods

Day Four - Giving Interfaces Functionality

Day Five - Writing Code to Make Our Apps Do What We Want

Day Six - Package an App to be Published

Virtual Reality Game Development

Day Two - Designing Virtual Experiences

Day Three - Programming and Game Engine Basics and Game Development

Day Four - 3D Modeling Basics and Planning a VR Experience

Day Five - Designing a VR Experience

Day Six - Programming with Vive API and Indie Showcase Demos

Introduction to Game Design: Story-Based Game Design for Girls

Day Two - Fundamentals of Linear or Non-Linear Story-Based Games

Day Three - Character and Story Concept Creation

Day Four - Computer Game Design Fundamentals

Day Five - Quest Creation and Character Narration

Day Six - Indie Showcase Demos

Evening Activities (All Residential Students)

Day One - Evening Social

Day Two - Leadership Activities

Day Three - Team Challenges

Day Four - ACT Engage Report Review and Debrief

Day Five - College and Career Planning

Day Six - Departure



ENVISION GAME & TECHNOLOGY ACADEMY POWERED BY GEORGE MASON UNIVERSITY'S COMPUTER GAME DESIGN PROGRAM

George Mason University, Fairfax, VA
June 26 - June 30, 2017

*2017 Day Program Sample Schedule**

Students will participate in the sessions and activities corresponding to their chosen course track – *3D Game Design and Entrepreneurship; Foundations of Digital Art; Art & Animation: Foundations of 3D Studio Max; Mobile App Development: Android; Virtual Reality Game Development* or *Introduction to Game Design: Story-Based Game Design for Girls*. The program schedule includes introductory and advanced content sessions, lectures, campus tours, lunch, and studio work related to course topics.

3D Game Design and Entrepreneurship

Day One - “What Makes a Good Game?” Design Principles

Day Two - Game Design and Programming Fundamentals

Day Three - Art, Story, and Sound

Day Four - Planning and Producing Your Game

Day Five - Presenting Your Game Proposal

Foundations of Digital Art

Day One - Introduction to Photoshop Tools and Peripherals

Day Two - Brush and Pen Sensitivity Practice

Day Three - Shading, Coloring, and Merging and Constraining Layering

Day Four - Still Life and Custom Brush Practice

Day Five - Using FX layers for Image Enhancement; Final Synthesis

Art & Animation: Foundations of 3D Studio Max

Day One - Concept Art – 2D Modeling

Day Two - Concept Art – 3D Modeling

Day Three - Texturing and Coloring

Day Four - Lighting and Rigging

Day Five - Introduction to Animation; Final Project

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**This sample schedule is provided as an example of the overall quality and scope of the experience offered. The 2017 specific schedule and details may be modified.*

Mobile App Development: Android

Day One - How to Navigate Android Studio; Creating a Plan for an App

Day Two - Creating Interfaces Using Code or Drag-and-Drop Methods

Day Three - Giving Interfaces Functionality

Day Four - Writing Code to Make Our Apps Do What We Want

Day Five - Package an App to be Published

Virtual Reality Game Development

Day One - Designing Virtual Experiences

Day Two - Programming and Game Engine Basics and Game Development

Day Three - 3D Modeling Basics and Planning a VR Experience

Day Four - Designing a VR Experience

Day Five - Programming with Vive API and Indie Showcase Demos

Introduction to Game Design: Story-Based Game Design for Girls

Day One - Fundamentals of Linear or Non-Linear Story-Based Games

Day Two - Character and Story Concept Creation

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Day Five - Indie Showcase Demos

