

ENVISION GAME & TECHNOLOGY ACADEMY POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

July 9 – 21, 2017

July 23 – August 4, 2017

*2017 Residential Program Sample Schedule**

Students will participate in the sessions and activities corresponding to their chosen course track – **Art & Animation**, **Mobile & Augmented Reality Game Development**, or **Multi-Platform 3D Game Design**. 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

Registration and Orientation

Evening Social

Day Two

Art & Animation

Course:

Concept Art,
2D and 3D Modeling

Mobile & Augmented Reality Game

Development Course:

2D Tabletop and Game
Design Principles

Multi-Platform 3D Game Design Course:

3D Tabletop and Game
Design Principles

Evening Activity: National Career Readiness Certificate (NCRC) Assessment Part 1



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

Continued on next page

Day Three

Art & Animation

Course:

Concept Art,
2D and 3D Modeling

Mobile & Augmented Reality Game

Development Course:

Platforms and Engines,
Assets, Characters, and
Environments

Multi-Platform 3D Game Design Course:

Game Engines, Assets,
Characters, and
Environments

Evening Activity: NCRC Assessment Part 2

Day Four

Art & Animation

Course:

Texturing, Coloring,
Lighting, and Rigging

Mobile & Augmented Reality Game

Development Course:

AR, Mechanics, and
Game Play

Multi-Platform 3D Game Design Course:

Game Production and
Team Development

Evening Workshop: Career Skills Activities

Day Five

Art & Animation

Course:

Texturing, Coloring,
Lighting, and Rigging

Mobile & Augmented Reality Game

Development Course:

AR, Mechanics, and
Game Play

Multi-Platform 3D Game Design Course:

Game Production and
Team Development

Evening Site Visit: Virginia Serious Gaming Institute (VSGI)

Speakers: Scott Martin, Founding Director of VSGI and Mason Computer Game Design Program; James Casey, Senior Projects Director of VSGI and Assistant Professor of Computer Game Design

Day Six

Art & Animation

Course:

Introduction to Animation

Mobile & Augmented Reality Game

Development Course:

iOS and Android Porting

Multi-Platform 3D Game Design Course:

Game Programming



Day Seven

Kings Dominion Trip

Day Eight

Tour and Design Challenge on the National Mall in Washington, DC

Day Nine

Art & Animation

Course:

The Game Art Pipeline, Environmental Art, and Technical Art

Mobile & Augmented Reality Game

Development Course:

Elements of Great Mobile Games Through Puzzle and Strategy Games

Multi-Platform 3D

Game Design Course:

3D Game Design Principles

Evening Skills Workshop: Personal Branding

Evening Social: Networking Mixer

Day Ten

Art & Animation

Course:

The Game Art Pipeline, Environmental Art, and Technical Art

Mobile & Augmented Reality Game

Development Course:

Unity Platform for Mobile Design & AR Development

Multi-Platform 3D

Game Design Course:

Asset Integration

Evening College Planning Seminar: Admissions

Day Eleven

Art & Animation

Course:

Advanced Game Animation

Mobile & Augmented Reality Game

Development Course:

Swift, iOS Emulator, Android Studio, Android Emulator Introduction

Multi-Platform 3D

Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Evening Workshop: Leadership Team Challenge



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Day Twelve

Art & Animation

Course:

Advanced Game Animation

Mobile & Augmented Reality Game

Development Course:

Swift, iOS Emulator, Android Studio, Android Emulator Introduction

Multi-Platform 3D Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Evening Activity: NCRC Results Discussion and Career Planning

Day Thirteen

Art & Animation

Course:

Art Asset Game Integration and Scripting

Mobile & Augmented Reality Game

Development Course:

Microsoft HoloLens, Samsung Gear, and Publishing Your Game and Market Channels

Multi-Platform 3D Game Design Course:

Publishing Your Game and Market Channels

Departure



**GAME & TECHNOLOGY
ACADEMY**

POWERED BY
**GEORGE MASON
UNIVERSITY**
COMPUTER GAME DESIGN PROGRAM

ENVISION GAME & TECHNOLOGY ACADEMY

POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

July 10 – 14, 2017

July 17 – 21, 2017

July 24 – 28, 2017

July 31 – August 4, 2017

*2017 Day Program Sample Schedule**

Students will participate in the sessions and activities corresponding to their chosen course track – **Art & Animation**, **Mobile & Augmented Reality Game Development**, or **Multi-Platform 3D Game Design**. The program schedule includes introductory and advanced content sessions, lectures, campus tours, lunch, and studio work related to course topics.

WEEK 1 and WEEK 3

Day One

Art & Animation

Course:

Concept Art,
2D and 3D Modeling

Mobile & Augmented Reality Game

Development Course:

2D Tabletop and Game
Design Principles

Multi-Platform 3D Game Design Course:

3D Tabletop and Game
Design Principles

Day Two

Art & Animation

Course:

Concept Art –
2D and 3D Modeling

Mobile & Augmented Reality Game

Development Course:

Platforms and Engines,
Assets, Characters, and
Environments

Multi-Platform 3D Game Design Course:

Game Engines, Assets,
Characters, and
Environments

Day Three

Art & Animation

Course:

Texturing, Coloring,
Lighting, and Rigging

Mobile & Augmented Reality Game

Development Course:

AR, Mechanics, and
Game Play

Multi-Platform 3D Game Design Course:

Game Production and
Team Development

Day Four

Art & Animation

Course:

Texturing, Coloring,
Lighting, and Rigging

Mobile & Augmented Reality Game

Development Course:

AR, Mechanics, and
Game Play

Multi-Platform 3D Game Design Course:

Game Production and
Team Development

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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.*

Day Five

Art & Animation

Course:

Introduction to Animation

Departure

Mobile & Augmented Reality Game

Development Course:

iOS and Android Porting

Multi-Platform 3D

Game Design Course:

Game Programming

WEEK 2 and WEEK 4

Day One

Art & Animation

Course:

The Game Art Pipeline, Environmental Art, and Technical Art

Mobile & Augmented Reality Game

Development Course:

Elements of Great Mobile Games: Puzzle and Strategy Games

Multi-Platform 3D

Game Design Course:

3D Game Design Principles

Day Two

Art & Animation

Course:

The Game Art Pipeline, Environmental Art, and Technical Art

Mobile & Augmented Reality Game

Development Course:

Unity Platform for Mobile Design & AR Development

Multi-Platform 3D

Game Design Course:

Asset Integration

Day Three

Art & Animation

Course:

Advanced Game Animation

Mobile & Augmented Reality Game

Development Course:

Swift, iOS Emulator, Android Studio, Android Emulator Introduction

Multi-Platform 3D

Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Day Four

Art & Animation

Course:

Advanced Game Animation

Mobile & Augmented Reality Game

Development Course:

Swift, iOS Emulator, Android Studio, Android Emulator Introduction

Multi-Platform 3D

Game Design Course:

C# Game Programming, Multiplayer, and MMO Introduction

Day Five

Art & Animation

Course:

Art Asset Game Integration and Scripting

Mobile & Augmented Reality Game

Development Course:

Microsoft HoloLens, Samsung Gear, and Publishing Your Game and Market Channels

Multi-Platform 3D

Game Design Course:

Publishing Your Game and Market Channels

Departure