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:	**Mobile & Augmented Reality Game Development Course**:	**Multi-Platform 3D Game Design Course**:
Concept Art, 2D and 3D Modeling	2D Tabletop and Game Design Principles	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.

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**: Asset Integration

Evening Skills Workshop: Personal Branding
Evening Social: Networking Mixer

Day Ten

Art & Animation Course: Advanced Game Animation	**Mobile & Augmented Reality Game Development Course**: Unity Platform for Mobile Design & AR Development	**Multi-Platform 3D Game Design Course**: C# Game Programming, Multiplayer, and MMO Introduction

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

Day Twelve

Art & Animation Course:
Art Asset Game Integration and Scripting

Mobile & Augmented Reality Game Development Course:
Swift, iOS Emulator, Android Studio, Android Emulator Introduction

Multi-Platform 3D Game Design Course:
Publishing Your Game and Market Channels

Evening Activity: NCRC Results Discussion and Career Planning

Day Thirteen

Art & Animation Course:
The Game Art Pipeline, Environmental Art, and Technical Art

Mobile & Augmented Reality Game Development Course:
Microsoft HoloLens, Samsung Gear, and Publishing Your Game and Market Channels

Multi-Platform 3D Game Design Course:
3D Game Design Principles

Departure

ENVISION

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:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Concept Art, 2D and 3D Modeling	2D Tabletop and Game Design Principles	3D Tabletop and Game Design Principles

Day Two

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Concept Art – 2D and 3D Modeling	Platforms and Engines, Assets, Characters, and Environments	Game Engines, Assets, Characters, and Environments

Day Three

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Texturing, Coloring, Lighting, and Rigging	AR, Mechanics, and Game Play	Game Production and Team Development

Day Four

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Texturing, Coloring, Lighting, and Rigging	AR, Mechanics, and Game Play	Game Production and Team Development

[*]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:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Introduction to Animation	iOS and Android Porting	Game Programming

Departure

WEEK 2 and WEEK 4

Day One

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
The Game Art Pipeline, Environmental Art, and Technical Art	Elements of Great Mobile Games: Puzzle and Strategy Games	3D Game Design Principles

Day Two

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
The Game Art Pipeline, Environmental Art, and Technical Art	Unity Platform for Mobile Design & AR Development	Asset Integration

Day Three

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Advanced Game Animation	Swift, iOS Emulator, Android Studio, Android Emulator Introduction	C# Game Programming, Multiplayer, and MMO Introduction

Day Four

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Advanced Game Animation	Swift, iOS Emulator, Android Studio, Android Emulator Introduction	C# Game Programming, Multiplayer, and MMO Introduction

Day Five

Art & Animation Course:	Mobile Game & Augmented Reality Development Course:	Multi-Platform 3D Game Design Course:
Art Asset Game Integration and Scripting	Microsoft HoloLens, Samsung Gear, and Publishing Your Game and Market Channels	Publishing Your Game and Market Channels

Departure