

# ENVISION GAME & TECHNOLOGY ACADEMY POWERED BY GEORGE MASON UNIVERSITY

George Mason University, Fairfax, VA

## *2018 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 2018 specific schedule, locations, and details may be modified.*

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## 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

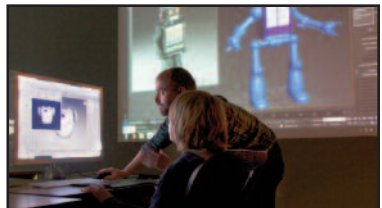
### **Mobile & Augmented Reality Game**

#### **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:**

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

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#### **WEEK 1**

##### **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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## 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**

## 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:**

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:**

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*