ENVSION GAME & TECHNOLOGY ACADEMY
POWERED BY GEORGE MASON UNIVERSITY’S
COMPUTER GAME DESIGN PROGRAM

2018 Program Sample Schedule*

Students will participate in the sessions and activities corresponding to their chosen course track. All information below applies to both Residential and Day options unless otherwise noted.

Day One (Residential Students Only): 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 and Indie Showcase Demos

Art, Modeling & Animation: Game Design and Beyond
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 and Indie Showcase Demos

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 and Indie Showcase Demos

Virtual Reality Design & 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

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*This sample schedule is provided as an example of the overall quality and scope of the experience offered. The 2018 specific schedule and details may be modified.
**Evening Activities (Residential Students Only)**

*Day One* - Get to Know Your Roommate  
*Day Two* - Leadership Activities  
*Day Three* - Team Challenges  
*Day Four* - ACT Tessera Report Review and Debrief  
*Day Five* - College and Career Planning  
*Day Six* - Departure

**Session Dates by Course**

**3D Game Design and Entrepreneurship**  
July 9 - July 13  
July 23 – July 27**  
July 30 - August 3**

**Art, Modeling & Animation**  
July 23 - July 27**

**Mobile App Development: Android**  
July 30 - August 3**

**Virtual Reality Design & Development**  
July 16 - July 20  
July 30 - August 3**

**Introduction to Game Design:**  
**Story-Based Game Design for Girls**  
July 23 - July 27**

*All dates are reflective of the Day Program.*  
**Residential options are available for this session and begin one day prior to the date listed.*