

**ENVISION 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

Continued on next page

**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**

Virtual Reality Design & Development

July 16 - July 20

July 30 - August 3**

Art, Modeling & Animation

July 23 - July 27**

Introduction to Game Design:

Story-Based Game Design for Girls

July 23 - July 27**

Mobile App Development: Android

July 30 - August 3**

**All dates are reflective of the Day Program.*

***Residential options are available for this session and begin one day prior to the date listed.*

