ENVISION GAME & TECHNOLOGY ACADEMY
RESIDENTIAL PROGRAM

*2021 Sample Schedule**

Below is a sample schedule for the Game Programming with Unity and C# course. While each course schedule will vary, they will all follow a similar format with introductory and advanced content sessions, lectures, and faculty assisted project work related to course topics.

Day One: Registration and Orientation
Registration
Orientation
Evening Social/Ice Breakers

Day Two: Introduction to Course Topic and Core Concepts
Morning Lectures and Project Work Time
Afternoon Lectures and Project Work Time
Core Programming Concepts Conditionals and Boolean Operators

Evening Activity: Understanding Leadership – Team Challenges

Day Three: Programming, Scripting, Materials, and Character Development
Morning Lectures and Project Work Time
UI Programming
HUD
Afternoon Lectures and Project Work Time
Platformer
Third Person Controller
Guest Speakers, Special Topics Lectures, and Group Work

Evening Activity: College Planning Seminar: Admissions

Day Four: Development Process Continues and Templates
Morning Lectures and Project Work Time
Applications: Enemy AI
Afternoon Lectures and Project Work Time
Ray Casting

Evening Activity: Personal Branding and Networking Mixer

*This sample schedule is provided as an example of the overall quality and scope of the experience offered and is not intended to represent a specific schedule for 2021.

Day Five: Custom Tutorials and Specialization
Morning Lectures and Project Work Time
Custom Tutorials: Racer games, Entering/Exiting vehicles
Afternoon Lectures and Project Work Time
Custom Tutorials: Creating specialized scripts

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: Launch, Polish, Publish
Morning Lectures and Project Work Time
Level Design/Level Building
Afternoon Lectures and Project Work Time
Playtest/Publish
Group Presentations

Departure

For students who sign up for more than one (1) residential session:
Saturday
Self-Guided Tour and Visit on the National Mall in Washington, DC
Leadership Team Challenge

Sunday
Laundry
Relaxation
Gaming Challenge(s)

*We are currently evaluating all aspects of our programs and incorporating the most up-to-date health and safety standards. We will continue to make changes as new learnings and guidance evolves from the Centers for Disease Control and Prevention (CDC) and our program partners. Stay informed by visiting our website at **envisionexperience.com/covid-health-and-safety**, where you will find FAQs and procedural details highlighting our COVID-19 protocols.*

ENVISION GAME & TECHNOLOGY ACADEMY
VIRTUAL PROGRAM

*2021 Sample Schedule**

Below is a sample schedule for the Game Programming with Unity and C# course. While each course schedule will vary, they will all follow a similar format with introductory and advanced content sessions, lectures, and faculty assisted project work related to course topics.

Day One: Introduction to Course Topic and Core Concepts
Morning Lectures and Project Work Time
Afternoon Lectures and Project Work Time
Core Programming Concepts Conditionals and Boolean Operators

Day Two: Programming, Scripting, Materials, and Character Development
Morning Lectures and Project Work Time
UI Programming
HUD
Afternoon Lectures and Project Work Time
Platformer
Third Person Controller
Guest Speakers, Special Topics Lectures, and Group Work

Day Three: Development Process Continues and Templates
Morning Lectures and Project Work Time
Applications: Enemy AI
Afternoon Lectures and Project Work Time
Ray Casting

Day Four: Custom Tutorials and Specialization
Morning Lectures and Project Work Time
Custom Tutorials: Racer games, Entering/Exiting vehicles
Afternoon Lectures and Project Work Time
Custom Tutorials: Creating specialized scripts

Day Five: Launch, Polish, Publish
Morning Lectures and Project Work Time
Level Design/Level Building
Afternoon Lectures and Project Work Time
Playtest/Publish
Guest Speakers, Group Presentations

*This sample schedule is provided as an example of the overall quality and scope of the experience offered and is not intended to represent a specific schedule for 2021.