

# MASON GAME & TECHNOLOGY ACADEMY

POWERED BY ENVISION

George Mason University, Fairfax, VA

July 11 – 15, 2016

July 18 – 22, 2016

July 25 – 29, 2016

August 1 – 5, 2016

## *2016 Day Sample Schedule\**

Students will only participate in the sessions and activities corresponding to their chosen course track – **Art & Animation**, **Mobile 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:**

Concept Art,  
2D and 3D Modeling

**Mobile 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 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 Game  
Development Course:**

Game Design,  
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 Game  
Development Course:**

Game Design, Mechanics,  
and Game Play

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

Game Production and  
Team Development

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*\*This sample schedule is provided as an example of the overall quality and scope of the experience offered. The 2016 specific schedule, locations, and details may be modified.*

### Day Five

**Art & Animation Course:**

Introduction to Animation

**Mobile Game Development Course:**

iOS and Android Porting

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

Game Programming

*Closing Ceremony*

*Departure*

## **WEEK 2 and WEEK 4**

### Day One

**Art & Animation Course:**

The Game Art Pipeline, Environmental Art, and Technical Art

**Mobile Game Development Course:**

Elements of Great Mobile Games Through 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 Game Development Course:**

Unity Platform for Mobile Design

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

Asset Integration

### Day Three

**Art & Animation Course:**

Advanced Game Animation

**Mobile Game Development Course:**

Swift, iOS Emulator, 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 Game Development Course:**

Swift, iOS Emulator, 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 Game Development Course:**

Publishing Your Game and Market Channels

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

Publishing Your Game and Market Channels

*Closing Ceremony*

*Departure*