MASON GAME & TECHNOLOGY ACADEMY
POWERED BY ENVISION

George Mason University, Fairfax, VA
July 10 – 22, 2016
July 24 – August 5, 2016

2016 Residential 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, 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:	**Mobile Game Development Course**:	**Multi-Platform 3D Game Design Course**:
Concept Art, 2D and 3D Modeling	2D Tabletop and Game Design Principles	3D Tabletop and Game Design Principles

Evening Workshop: National Career Readiness Certificate (NCRC)

Day Three

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

Evening Workshop: NCRC
Evening Speaker: Scott Martin, Founding Director of VSGI and Mason Computer
* Game Design Program*

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

Evening Workshop: NCRC

Day Five

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

Evening Workshop: NCRC Debrief

Day Six

Art & Animation Course:
Introduction to Animation

Mobile Game Development Course:
iOS and Android Porting

Multi-Platform 3D Game Design Course:
Game Programming

Evening Site Visit:
Virginia Serious Gaming Institute

Day Seven
Tour & Design Challenge on the National Mall in Washington, DC
Baseball Game

Day Eight
Kings Dominion Trip

Day Nine

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

Evening Skills Workshop: Personal Branding
Evening Social: Networking Mixer

Day Ten

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

Evening College Planning Seminar: Admissions

Day Eleven

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

Evening Workshop: Leadership Team Challenge

Day Twelve

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

Evening Speaker: James Casey, Senior Projects Director of VSGI and Assistant Professor of Computer Game Design

Day Thirteen

Art & Animation Course:
The Game Art Pipeline, Environmental Art, and Technical Art

Mobile Game Development Course:
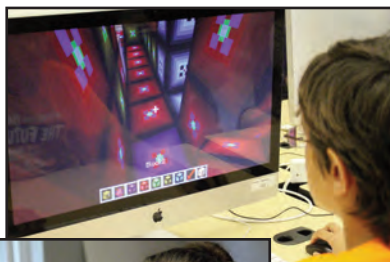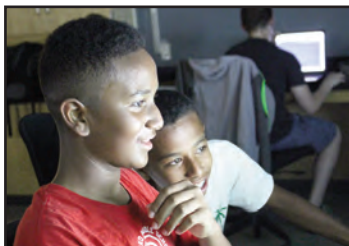Elements of Great Mobile Games Through Puzzle and Strategy Games

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

Closing Ceremony
Departure