**WORKSHOP/KNOWLEDGE SESSION GUIDELINES**

**Preparation:**

* 1. 1. Brainstorm about interesting subjects
  2. Animaties – Cutscenes
  3. a. What can be useful in the upcoming project
  + Animation Cutscene Tool
  1. b. How can none-programmers benefit from this
* They can make the animations inside Unity and do not need any other developer tool like Maya or Blender.
* Merging with environment. Inside Unity it’s possible to inspect the object inside the game world and edit the animation if needed.
  1. 2. Determine the subject of research
  2. Animation Tools
  3. 3. Think of goals for the Knowledge session and determine the objectives

The main objective is that we want the developers and programmers to be able to produce high quality animations. That are easily integrated in to the already existing environment

* 1. 4. Formulate research questions

1. What is Animation?
2. What is a Cutscene?
3. Which tools exist to make Animation that work in combination with Unity?
   * Pros and Cons of every tool.
4. How do you provide good animation?
5. What is the profit of good cutscenes?

5. Each member will work on a research question

Yuri

Vraag: 1,2,3,4

Thimo

Vraag: 3,4,5

Mario

Vraag: 3,4,6

* 1. 6. Prepare a script for the workshop/knowledge session
  2. Coming Soon…..

**Workshop Ground Rules:**

1. Only one conversation at any given moment

2. No hierarchy in the room; everybody and their ideas are equal

3. Turn off cell phones (or at least put them into buzz mode)

4. Share any and all ideas (the only bad idea is the one that isn’t shared)

5. Breaks are planned throughout the workshop, so please stay with the group as much as possible

6. Organize the content and structure of the workshop in such a way that each member of the audience participates actively!

7. Use useful collaboration tools to share information, code, assets.

8. Prepare, prepare, prepare!

**Workshop setup:**

1. Arrange chairs and desk in a horseshoe shape

2. Arrange flipcharts and tape them on to a wall

**Workshop Introductions:**

1. Open the workshop with a welcome and introductions

2. Explain why the participants are there and the objectives of the workshop.

* 1. a. Share the roles of the workshop team (facilitator, data scientist, subject matter expert, scribe).
  2. b. Have everyone share their name, their responsibilities, and their expectations for the workshop.
  3. c. Explain the Ground Rules for the session.
     1. d. Start with a brainstorm session about the chosen subject i. What knowledge is already present
     2. ii. What experience is already present
     3. iii. Ask small concrete questions regarding the subject which participants have to find answers for on the internet
     4. iv. Write down results/ideas on flip charts

**Workshop Content:**

* 1. 1. Start exploring the chosen subject a. give examples
  2. b. show implementations
  3. c. share theoretical backgrounds
  4. 2. Explain the scenario which the participants have to work on
  5. 3. Show the endresult (goals)
  6. 4. Split the endresults in smaller chunks and have the audience work on smaller assignments.
  7. 5. Review each assignment and move on to the next one
  8. 6. At the end all particiants have to be able to finalize all