

Staff available:	Love	Harif	Cecily	Nieve?

Intro to Game Design 13-17 (Hanif)					GR : B (4)
Themes	Monday	Tuesday	Wednesday	Thursday	Friday
	Theme -				
8:00 - 8:30 a.m.	BREAK - OFF				
8:30 a.m.	Type: ICEBREAKERS Room: 5-718 Staff: Katsu Activity: Quick introduction round/favorite game	Type: Skill Building Room: 5-718 Staff: Katsu	Type: Skill Building Room: 5-718 Staff: Katsu	Type: Skill Building Room: 5-718 Staff: Katsu	
9:30 a.m.					
9:30 a.m.			Activity: Advanced Pixel Art Techniques		
		Activity: Introduction to online tools (Piskel, Aseprite) Creating animations with pixel art design a game item or power-up	Activity: Creating environmental elements Animated effects (twins, fire, explosions)	Activity: Game Project Development Pt. 2	
10:30 a.m.		DINCH			
10:30 a.m.	Type: Skill Building Room: 5-718 Staff: Katsu	Type: Skill Building Room: 5-718 Staff: Katsu	Type: Skill Building Room: 5-718 Staff: Katsu	Type: Showcase Prep Room: 5-718 Staff: Katsu	
10:30 a.m.	Activity: Intro to Scratch Basic Interface overview Simple animation exercise Create a character that moves with keyboard input		Activity: Game Project Development		
11:30 a.m.		Activity: Intro to Scratch Basic Interface overview Simple animation exercise Create a character that moves with keyboard input	Activity: Applying week's skills to create a mini-game concept Storyboarding game levels <i>(Deadline: character and environment)</i>	Activity: Finalize projects Prepare presentations of game concepts Gallery setup for pixel art creations	
11:30 a.m.		Activity: Introduction to online tool Pt. 2			
11:30 a.m.		TRANSITION			TRANSITION
11:30 a.m.		TRANSITION			TRANSITION
11:30 a.m.	CLUB TIME	CLUB TIME	CLUB TIME	CLUB TIME	
11:30 a.m.	TRANSITION	TRANSITION	TRANSITION	TRANSITION	
11:30 a.m.	TRANSITION	TRANSITION	TRANSITION	TRANSITION	
1:00 p.m.	LUNCH	LUNCH	TRANSITION - Walk to MBAM		
1:00 p.m.			LUNCH		
1:30 p.m.				TRANSITION	
1:30 p.m.					TRANSITION
1:30 p.m.					
1:30 p.m.	TRANSITION				
2:00 p.m.	Type: Skill Building Room: 5-718 Staff: Katsu	CAMP - WIDE Room: JMSB 7th floor Staff: OUTING - MBAM			
2:00 p.m.					
2:00 p.m.					
2:00 p.m.					
2:00 p.m.					
2:00 p.m.	Activity: Pixel Art Fundamentals: History of pixel art in games Basic principles (limited palette, resolution) Create a simple game sprite	Activity:			
3:00 p.m.	SHACK			SHOWCASE	
3:00 p.m.	Activity: Pixel Art Fundamentals Pt.2				
3:00 p.m.					
3:00 p.m.					
3:00 p.m.					
6:00 - 6:30 p.m.	PICK-UP			TRANSITION - Back to camp!	

1x outing	1x sweat	5x movement	1x leadership	3x choice	20h specialised workshop
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