The **Game Creators Conference** (part of the 19th annual [Youth Summit on Technology](https://www.patriots-ttc.org)) presented by the Patriots Technology Training Center and the DC/MD/VA and Baltimore video game community.

**Workshops**

We will present a slice of our careers, focusing on how our work affects the player’s experience. We will demonstrate a tiny project describe how our work is imagined, designed, technically created, troubleshot, play tested and iterated. We will present a brief glimpse of the full range of skills required by our careers.

Four hundred kids are expected at this Youth Summit event. Bowie State has computer labs, with about 20 computers in each room. Workshop leaders will each lead two 1-hour workshops. A suggested schedule below. Any questions about what to present or how can be directed to Melanie Stegman at MolecularJig@gmail.com.

[Please register!](https://docs.google.com/forms/d/1GoXiX8B5Hx65UDtSCxh5GI8EFX28h66rNEvHjwhDpJ8/viewform)

As soon as possible, please provide us with the following information: [(Please use this form.)](https://docs.google.com/forms/d/1GoXiX8B5Hx65UDtSCxh5GI8EFX28h66rNEvHjwhDpJ8/viewform)

Your name, email, job title and company.

Description of what you will present. (5 sentences maximum, for program and website).

Handout with links to helpful software, forums, communities, things you use. (1 page maximum, also for program and website so all kids can come back after the workshops to learn. Adding your contact information to this handout is optional.)

A link to a piece of free software (PC only) that we will load onto the workshop computers.

You will also need: a tiny, prepared project to share with the students. We will have students available to help you get your project onto 20 computers before 9:30. Bring a USB Stick, do not plan to download anything.)

**Expo** 8-9 and 11:30-1.

We will have a table for you to display in the expo room from 8am-1:00pm. If you let us know in advance, will provide multiple laptops so that 5-10 students can play your games at a time. (PC only). (Coffee and light breakfast provided!)

**Lunch**

Lunch is at 11:45. You can go or stay and network with each other or talk with kids. Remember to ask the kids what they think is cool: they are the future! The Game Creators Conference ends at 1.

**April 30 Schedule of events:**

7:30 Set up your table and game

8-9:00 Students and parents play games

9:00 Keynote talk. We go to our rooms to get set up

9:30 **1st workshop**

**Parents:** Road Map for Middle and High School student to start career in the Video Gaming market (Mentor, Programs, Organizations)

**Students:** Programming, Unity3D game engine, 3d graphics, music/sound, game writing, game design, videography/voice overs, others.

10:30 **2nd Workshop**

**Parents:**  Finding the right college program for a video gaming career

**Students:** Programming, Unity3D game engine, 3d graphics, music/sound, game writing, game design, videography/voice overs, others.

11:45 -1:00 **Lunch**

**Expo**

Door Prize Give-a-Ways

***Sponsored by TBD This could be you!***

**End of the Game Creators Conference**

**Keynote Speakers** Karen Price Ward, Southwest Airlines

1:15 p.m. - 2:15 p.m.Social Media Game Show / Jeopardy Format

Flight Simulation Competition, Computer Building Competition

3:15 p.m. **End of 19th Annual Youth Summit on Technology**

**Workshop Speakers so far:**

Tony Powell, Philosoplay, indie game developer

Melanie Stegman, Molecular Jig Games, indie game developer

Jesse Ozog, indie game developer,

Derek White, videographer

Dorothy Phoenix, Cloudy Heaven Games

Will Gee, BaltiVirtual

Robert Saunders, iBology, independent game developer.

Ricky McCallum, 3D Artist

Companies and schools!

***We still need lunch sponsors, a key note speaker and panelists to talk to parents.***

Your logo could be everywhere: T-Shirts, emails, website!

Suggestions for planning your workshop.

Students will be excited, smart and interested. But they are young and concepts we use everyday are new to them, such as AI, modeling, 3D art vs environmental art, a heroic tale vs a coming of age tale, or major keys vs minor keys. These concepts might be “something they learned in school” but have not yet manipulated for their own creative purposes, yet. Or, they may have already published a game!

Take an idea and have fun explaining it, describing why you want to use this idea in a game, and demonstrating technically how you implement this idea in the game. Demonstrate ways you could tweak what you have created in order to have a different effect on the player.

Demonstrate where you look for answers when you get stuck: Unity manual, forums for you fav software. Describe how you troubleshoot. Every thing it iterative; nothing looks good the first time!

A method that works well is to provide students with something they can manipulate themselves, like a simple video editor or a tiny, complete 2D project in Unity. Mention your concept: like creating the feeling of being chased in a game, then you describe how you want the game to operate—with bank robbers chasing you around your bank—and then show them step by step how the project woks in Unity, show them how changing some variables affects the speed, number and behaviors of the bank robbers. Then discuss how the differences might affect the feelings of the player.

Try to give a complete slice of your creative process: The concepts, the purpose, the technique used and the iterations. Show them how you decide what to make, what you do to make it, test it, troubleshoot it and how you iterate. To do this you must pick a very small something to make. Like, the shader on a car, just changing that shader can change the way a player feels about the car, or their own relationship to the car, etc…

A suggested schedule:

9:30 Arriving, finding seats, taking your handouts

9:40 Introduction to you, your technique and your concept (+Questions)

9:50 Introduction to the software on the computers (+Technical difficulties)

10:00 Walk through the project, show all the parts. Explain why each part is included.

10:10 Discuss role of this item in the game. How does it affect the player’s experience?

10:20 Let players tweak the thing and create their own and let them explain why and what they expect their version would do to the player’s experience.

10:30 Discussion, advice about where to post/store their portfolios, college classes to take, how to get started in a company, how to get an internship… Add any links, advice, etc. to your handout.