GCA

**School Research**

We need to find key contacts at schools we want to participate in the GCA. These contacts are usually professors or program heads that help us recruit students and organize the HUBs.

**Computer Science Programs**

* Find computer science programs at Canadian Universities and Colleges
* Find a contact at each of the Computer Science programs
* Track them in spreadsheet

**Game Development Programs**

* Find Game Development Programs at Canadian Universities and Colleges
* Find a contact at each of the Game Development Programs

**Digital Artist / Design Programs**

* Find Design Programs at Canadian Universities and Colleges
* Find a contact at each of the Design Programs

**Game Club Research**

* Many schools have student game clubs and associations. These range from game development clubs to clubs that just play and talk about video games
* Find game clubs at colleges and universities and track them in a spreadsheet

**GCA Weekend Date Research**

We need to find a weekend for the GCA to take place on during the school year that doesn't conflict with any major events that students may already have going on that would prevent them from participating

* Research potential dates in the fall for the GCA to take place on
* Research major events going on for students that would conflict with the GCA (prevent students from participating because of a more important commitment that weekend)

**GCA Social Media**

**Twitter**

**Facebook**

***CODE***

**Canadian Government Election**

We need to research the election time frame and see if there is a ‘dead zone’ where the government shuts down for a period of time. This is important because it could affect announcement/planning etc for CODE