**Tristan**

**HUB Research**

Find the best schools to Onboard as HUBS

Target Completion Date: Friday July 24th

**Target Universities and Colleges**

* Find 20-30 schools.
* \*\*Look for schools with big computer science/engineering programs
* Look for schools with high amounts of students that be interested in hackathons and video games
  + can be schools who host lots of hackathons
* Look for schools that have participated in previous GCA’s and have had large participant numbers at their HUBS
* Also look for universities that offer game development/design classes

**Target Game schools**

* Find 10 - 15
* Look for schools that offer game development/design specific programs
* mostly colleges offer the game development programs
* Private schools also offer game development programs

**Target Art Schools**

* Find 7-10
* find art specific schools like OCAD or schools with really good digital art programs
* these schools will have strong digital artists

**Game Studio Research**

Target Completion Date: Wednesday July 28th

* Research and find game studios we can reach out to partner with for the GCA
* focus this research on studios based in cities where our best HUBS will be
  + Ex. Toronto, Ottawa, Waterloo, Oshawa, Vancouver, Montreal etc.
* Look for game studios that have sponsored events in the past or if they have sponsored game hackathons in the past

**Sponsorship Research**

Target Completion Date: Friday July 31st

* Start researching potential sponsors for the GCA event
* Start with GCA past sponsors
* Look at companies that have sponsored other similar hackathons
* Look for sponsors that would be interested in:
  + video games
  + \*\*getting in touch with the college/university student demographic
* Think about why the company would want to sponsor the GCA and what value the GCA can offer the sponsor