GAME CAREER WEEKENDS WITH DIGIPEN

October 5, 12, 19, and 26

Cost: $20 for the 4-week series*

- » Cash or checks accepted.
- » Make checks payable to: *Learning for Life*

***Students are expected to attend all four workshops.**

REGISTER ONLINE AT:
www.digipen.edu/learningrsvp

Limited seats. Reservations are on a first-come, first-served basis. For questions contact **Maddie Starkovich** at **(425) 629-5067** or ***mstarkovich@ digipen.edu***.

Workshops are meant for high school students exploring the Game Industry as a college career.

A FLIPPING GOOD TIME • DIGIPEN STUDENT GAME • 2011

SCHEDULE

Game Programming Workshop
SATURDAY, OCTOBER 5
TIME: 9:00 A.M.– 12:30 P.M.

Computer scientists and software developers do everything from programming game engines to developing interactive simulations. Students will learn basic computer programming concepts while getting the opportunity to work on components of a video game.

Game Design Workshop and DigiPen Information Session
SATURDAY, OCTOBER 12
TIME: 9:00 A.M.–3:00 P.M.

Game designers create interesting game levels by storyboarding and prototyping. Students will learn elements of Game Design through a presentation illustrating the theories of play control and play balancing.

Students will also be joining the Information Session from 11 a.m. to 3 p.m. to meet with faculty and current students to learn more about the opportunities in the game industry! Lunch, tours, and optional artwork reviews included.

Computer Engineering Workshop
SATURDAY, OCTOBER 19
TIME: 9:00A.M.–12:30 P.M.

Computer engineers work with both hardware and software aspects of game and technology development. Students will learn basic concepts of computer engineering and how it pertains to the video game industry. Hardware design, implementation, programming, and robotics will be discussed.

Game Art Workshop
SATURDAY, OCTOBER 26
TIME: 9:00A.M.–12:30 P.M.

Students will be learning about art-related topics in today's games. Topics will include interface design, character design, and animation.