

# Summer School 2023 – Game Design and Development

21 - 25 August 2023

Location: Utrecht city centre, Drift 25, room 002

## Draft Programme



Course Director: Dr. ing. S.C.J. (Sander) Bakkes

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If you have any practical questions during the week you can contact the summer school at [info@utrechtsummerschool.nl](mailto:info@utrechtsummerschool.nl) + 31 30 253 4400 Check your pre-departure document for more information.

**Notes:**

1. This is a tentative schedule that may still change before the summer school starts.
2. **Bring your own laptop!** In this summer school, you will spend about half of your time on game development (in teams), so it is important that you have the right tools to work with.
3. You will use Unity3D for developing your game. Beforehand, make sure to **install Unity3D Personal** edition from unity3d.com (with the Unity Hub, you can manage multiple versions of Unity) ([link](#)).
  - a. *There are many different versions of Unity, with some small differences in interface or SDK features. Projects will often work with different (major) versions, but we want to minimize potential problems and therefore would like that all students use the same version. We will be using 2021.3.6f1, which should be available for most platforms.*
  - b. *To avoid delays during the workshops, please already download this editor version through the Unity Hub (under --> Installs -> Install Editor).*
  - c. *To get an initial feeling for Unity, please go through these introductory tutorials:*
    - i. <https://learn.unity.com/tutorial/get-started-in-the-unity-editor>
    - ii. <https://learn.unity.com/tutorial/explore-the-unity-editor>
    - iii. <https://learn.unity.com/tutorial/introduction-to-the-console-window>
4. Lunch will be provided each day, free of charge. For **dietary requests**, please contact the course director.

Saturday and Sunday, 19, 20.08.2022		
12.00-18.00	Accommodation key pick up	You will find the exact key pick up location in the pre-departure information, which becomes available after you have paid the course fee.
Location		The location of this summer school during the whole week is: Utrecht city centre, Drift 25, room 002

Green rows indicate <b>lectures</b>
Purple rows indicate <b>social events</b>
Yellow rows indicate <b>workshops</b> and game development sessions

Monday, 21.08.2022		
09:00-09:15	Opening	Welcome & Introduction to the Summer School by Sander Bakkes
09:15-10:00	Workshop	Who is Who & Group formation
10:00-11:30	Lecture	<b>User-centered Game Design</b> by Sander Bakkes
11.30-12.30	Lunch	
12:30-14:30	Workshop	<b>Unity workshop - Part 1</b> by Julian Frommel, support Martijn Drenth & Justin Visser
14:30-15:00	Workshop	Short Group Brainstorm on Game Concept
15:00-17:00	Workshop	<b>Unity workshop - Part 2</b> by Julian Frommel, support Martijn Drenth & Justin Visser
Evening	Optional social program	<a href="https://utrechtsummerschool.nl/social_programme">https://utrechtsummerschool.nl/social_programme</a>

Tuesday, 22.08.2018		
09:30-10:30	Workshop	Prepare pitch of Game Concept
10:30-11:30	Workshop	Pitch of Game Concept + receive feedback
11:30-12:30	Lecture	<b>Player Motivation -- Part 1: The Art of Failure</b> by Sander Bakkes
12:30-13:30	Lunch	
13:30-15:00	Workshop	Paper prototyping of game concept support Martijn Drenth & Justin Visser
15:00-17:00	Workshop	<b>Unity workshop - Part 3</b> by Julian Frommel, support Martijn Drenth & Justin Visser
20:00	Social programme	<b>Visit to 'Gamestate' gaming arcade</b>  <a href="https://www.gamestate.com/utrecht/">https://www.gamestate.com/utrecht/</a>

Wednesday, 23.08.2022		
09:30-11:30	Workshop	<b>Unity workshop - Part 4</b> by Julian Frommel, support Martijn Drenth & Justin Visser
11:30-12:30	Lunch	
12:30-14:00	Lecture	<b>Player Motivation -- Part 2: Psychological Theories</b> by Sander Bakkes
14:00-16:30	Workshop	Work on (Digital) Game Prototype support Martijn Drenth & Justin Visser
16:30-17:00	Workshop	<b>Informal Demonstration of first Game Prototype</b>
Evening	Optional social program	<a href="https://utrechtsummerschool.nl/social_programme">https://utrechtsummerschool.nl/social_programme</a>

Thursday, 24.08.2022		
09:30-11:00	Workshop	Work on Game Prototype support Martijn Drenth & Justin Visser
11:00-12:30	Lecture	<b>(Interactive) Storytelling</b> by Sander Bakkes
12:30-13:30	Lunch	
13:30-16:30	Workshop	Work on Game Prototype support Martijn Drenth & Justin Visser
16:30-17:00	Workshop	<b>Informal Demonstration of Game Prototype</b>
Evening	Optional social program	<a href="https://utrechtsummerschool.nl/social_programme">https://utrechtsummerschool.nl/social_programme</a>

Friday, 25.08.2022		
09:00-09:30		Give Accommodation room key to Sander ( Sander will collect all keys and return them to the Summer School organization )
09:00-10:30	Workshop	Work on final Game Prototype support Martijn Drenth & Justin Visser
10:30-12:00	Lecture	<b>Player Types &amp; Game Patterns</b> by Sander Bakkes
12:00-13:00	Lunch	
13:00-15:30	Workshop	Work on final Game Prototype + Presentation support Martijn Drenth & Justin Visser
15:30-17:00	Workshop	<b>Presentation of final Game Prototype</b>
17:00	Closing	Awards ceremony + drinks