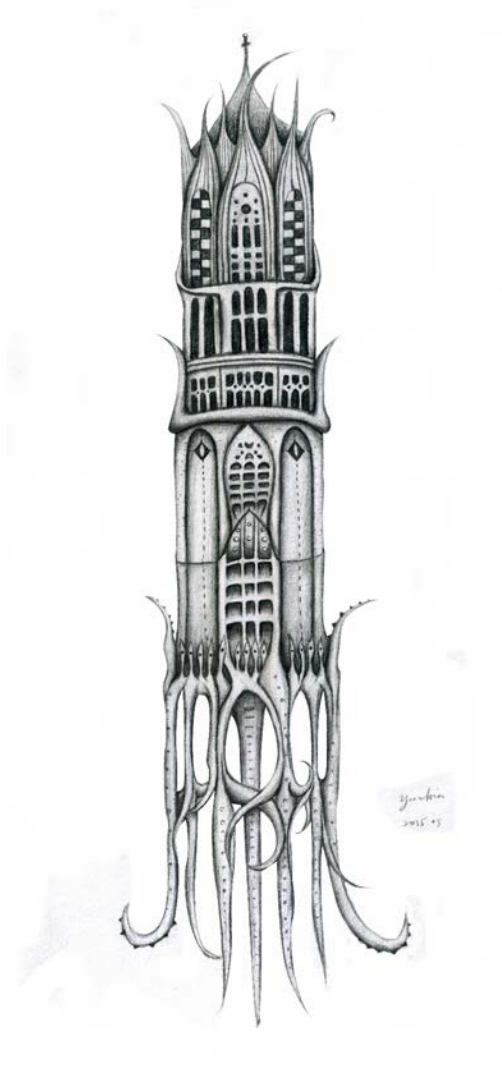


Summer School 2023 – Game Design and Development

21 - 25 August 2023

Location: [Drift 25](#), room 0.02
(entrance via the Drift 27 building, see directions below)

Schedule and Practical Info...

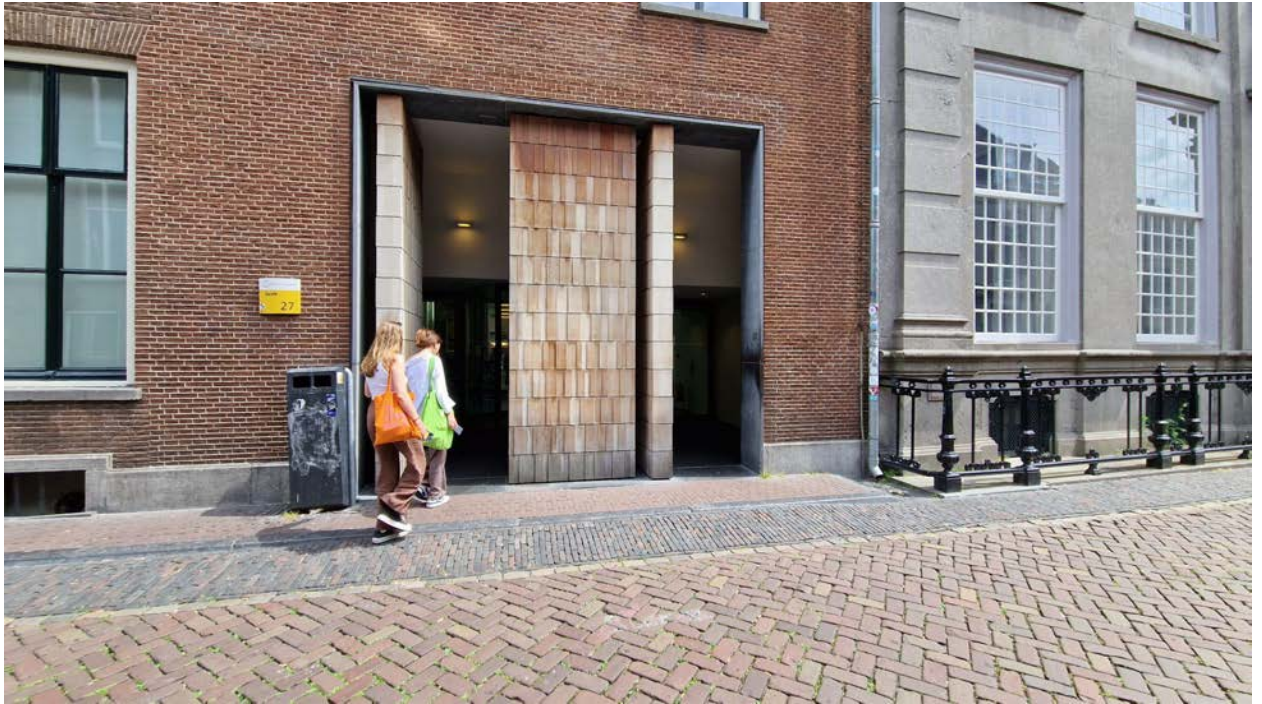


Course Director: Dr. ing. S.C.J. (Sander) Bakkes
E-mail: s.c.j.bakkes@uu.nl

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

Directions...

- Go to the University Library building at [Drift 27](#), and go inside.



- Once inside the Library building, keep walking straight...



- Past the reception desk, exit the building again on your right-hand side, into the gardens...



- You can now see the entrance of the [Drift 25](#) building. Enter the building and walk straight. Room 0.02 will be on your right-hand side somewhat down the hallway.



Important 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 Unity for developing your game. Beforehand, make sure to **install Unity Personal** edition from unity.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, August 19 and 20		
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 lectures
Purple rows indicate social events
Yellow rows indicate workshops and game development sessions

Monday, August 21		
10:00-10:15	Opening	Welcome & Introduction to the Summer School by Sander Bakkes
10:15-11:00	Workshop	Who is Who & Group formation
11:00-12:30	Lecture	User-centered Game Design by Sander Bakkes
12.30-13.30	Lunch	
13:30-14:00	Workshop	Short Group Brainstorm on Game Concept
14:00-16:00	Workshop	Paper prototyping of game concept by Julian Frommel, support by Justin Visser & Jens Steenmetz
16:00-18:00	Workshop	Unity workshop – Part 1 by Julian Frommel, support by Justin Visser & Jens Steenmetz
Evening	Optional social program	https://utrechtsummerschool.nl/social_programme

Tuesday, August 22		
10:00-11:00	Workshop	Prepare pitch of Game Concept
11:00-12:00	Workshop	Pitch of Game Concept + receive feedback
12:00-13:00	Lunch	
13:00-15:00	Workshop	Unity workshop – Part 2 by Julian Frommel, support Justin Visser & Jens Steenmetz
15:00-16:00	Lecture	Player Motivation – Part 1: The Art of Failure by Sander Bakkes
16:00-18:00	Workshop	Unity workshop – Part 3 by Julian Frommel, support by Justin Visser & Jens Steenmetz
21:00	Social programme	Visit to Gamestate gaming arcade Location: Maria Plaats 13

Wednesday, August 23		
10:30-12:30	Workshop	Unity workshop – Part 4 by Julian Frommel, support by Justin Visser & Jens Steenmetz
12:30-13:30	Lunch	
13:30-15:00	Lecture	Player Motivation – Part 2: Psychological Theories by Sander Bakkes
15:00-17:00	Workshop	Work on (Digital) Game Prototype support by Justin Visser & Jens Steenmetz
17:00-18:00	Workshop	Informal Demonstration of Game Prototype
Evening	Optional social program	https://utrechtsummerschool.nl/social_programme

Thursday, August 24		
10:00-12:00	Workshop	Work on Game Prototype support by Justin Visser & Jens Steenmetz
12:00-13:00	Lunch	
13:00-14:30	Lecture	(Interactive) Storytelling by Sander Bakkes
14:30-17:00	Workshop	Work on Game Prototype support by Justin Visser & Jens Steenmetz
17:00-18:00	Workshop	Informal Demonstration of Game Prototype
Evening	Optional social program	https://utrechtsummerschool.nl/social_programme

Friday, August 25		
10:00-11:00		Give Accommodation room key to Sander (Sander will collect all keys and return them to the Summer School organization)
10:00-11:00	Workshop	Work on final Game Prototype support by Justin Visser & Jens Steenmetz
11:00-12:30	Lecture	Player Types & Game Patterns by Sander Bakkes
12:30-13:30	Lunch	
13:30-16:00	Workshop	Work on final Game Prototype support by Justin Visser & Jens Steenmetz
16:00-17:00	Workshop	Demonstration of final Game Prototype
17:00-18:00	Closing	Awards ceremony + drinks