

Game Design and Development

Utrecht University Summer School 2024

19 - 23 August 2024

SCHEDULE and PRACTICAL INFO

Location

Utrecht city centre, Janskerkhof 2-3, room 0.19



Course Directors

Dr. ing. S.C.J. (Sander) Bakkes
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Dr. J. (Julian) Frommel
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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.

Schedule and Practical Info...

Important notes...

1. **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.
2. You will use Unity for developing your game. *Before* starting the Summer School, 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 recommend that all team members use the same version. We recommend the latest LTS version (2022.3.32f1).*
 - 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>
3. Lunch will be provided each day, free of charge. For **dietary requests**, please contact the course director.

Saturday and Sunday, August 17 and 18		
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, Janskerkhof 2-3, room 0.19

Green rows indicate lectures
Purple rows indicate social events
Yellow rows indicate workshops and game development sessions

Monday, August 19		
10:00-10:15	Opening	Welcome & Introduction to the Summer School by Sander Bakkes & Julian Frommel
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 Jens Steenmetz & Philip Tap
16:00-18:00	Workshop	Unity workshop – Part 1 by Julian Frommel, support by Jens Steenmetz & Philip Tap
18:00	Social programme	Dinner nearby Utrecht Central Station
Evening	Optional social programme	<i>Bowling Night!</i> Register at: https://utrechtsummerschool.nl/social_programme

Tuesday, August 20		
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	
13:00-13:30	Lecture	Player Motivation – Uncertainty by Sander Bakkes
13:30-15:15	Workshop	Unity workshop – Part 2 by Julian Frommel, support by Jens Steenmetz & Philip Tap
15:15-16:00	Lecture	Player Motivation – The Art of Failure by Sander Bakkes
16:00-18:00	Workshop	Unity workshop – Part 3 by Julian Frommel, support by Jens Steenmetz & Philip Tap
18:00	Social programme	Visit to Gamestate gaming arcade Location: Maria Plaats 13

Wednesday, August 21		
10:30-12:30	Workshop	Unity workshop – Part 4 by Julian Frommel, support by Jens Steenmetz & Philip Tap
12:30-13:30	Lunch	
13:30-15:00	Lecture	Player Motivation – Psychological Theories by Sander Bakkes
15:00-17:00	Workshop	Work on (Digital) Game Prototype support by Jens Steenmetz & Philip Tap
17:00-18:00	Workshop	Informal Demonstration of Game Prototype
Evening	Optional social programme	<i>Night Canoeing!</i> Register at: https://utrechtsummerschool.nl/social_programme

Thursday, August 22		
10:00-12:00	Workshop	Work on Game Prototype support by Jens Steenmetz & Philip Tap
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 Jens Steenmetz & Philip Tap
17:00-18:00	Workshop	Informal Demonstration of Game Prototype
Evening	Optional social programme	<i>Pub Quiz!</i> Register at: https://utrechtsummerschool.nl/social_programme

Friday, August 23		
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 Jens Steenmetz & Philip Tap
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 Jens Steenmetz & Philip Tap
16:00-17:00	Workshop	Demonstration of final Game Prototype
17:00-18:00	Closing	<i>Awards ceremony + Drinks</i>

