

Game Design and Development
Utrecht University Summer School 2025
18 - 22 August 2024

Location

Location: [Drift 25](#), room 1.02
(entrance via the Drift 27 building, see directions below)



Course Directors

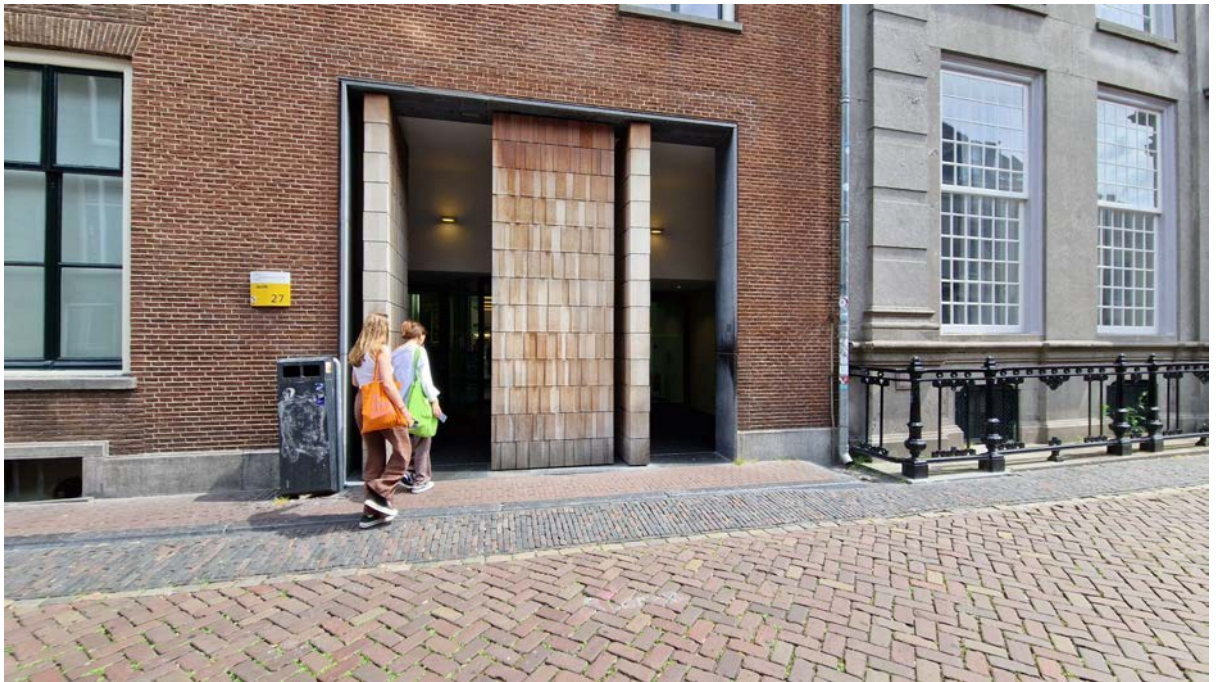
Dr. ing. S.C.J. (Sander) Bakkes
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Dr. J. (Julian) Frommel
j.frommel@uu.nl

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.



- Go up the stairs to the 1st floor, and you will more-or-less bump into Room 1.02 😊

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 (6000.0.52f1).*
 - b. *To avoid delays during the workshops, please already download this editor version through the Unity Hub (under --> Installs -> Install Editor).*
 - c. *To get ready for Unity, please go through these introductory tutorials:*
 - i. <https://learn.unity.com/pathway/unity-essentials>
 - ii. <https://learn.unity.com/tutorial/introduction-to-the-console-window>
3. Sandwiches will be provided each day for lunch. *Please let the course director know if you have any **dietary restrictions** that we should consider.*

Saturday and Sunday, August 16 and 17

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.
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Green rows indicate **lectures**

Purple rows indicate **optional social events**

Yellow rows indicate **workshops** and game development sessions

Monday, August 18		
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 & Jelle de Graaf
16:00-18:00	Workshop	Unity workshop – Part 1 by Julian Frommel, support by Jens Steenmetz & Jelle de Graaf
19:30-21:00	Optional social programme	<i>Bowling Night!</i> Register at: https://utrechtsummerschool.nl/social_programme

Tuesday, August 19		
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	
13:00-14:30	Lecture	Player Motivation – Uncertainty & The Art of Failure by Sander Bakkes
14:30-18:00	Workshop	Unity workshop – Part 2 by Julian Frommel, support by Jens Steenmetz & Jelle de Graaf
18:00-19:30	Optional social programme	Visit to gaming arcade Free for <i>Game Design and Development</i> summer school participants! More info will follow.
18:00-20:00	Optional social programme	<i>Utrecht Summer School Dinner</i> Register at: https://utrechtsummerschool.nl/social_programme

Wednesday, August 20		
10:30-12:30	Workshop	Unity workshop – Part 3 by Julian Frommel, support by Jens Steenmetz & Jelle de Graaf
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 & Jelle de Graaf
17:00-18:00	Workshop	Informal Demonstration of Game Prototype
19:15-21:30	Optional social programme	<i>Night Canoeing!</i> Register at: https://utrechtsummerschool.nl/social_programme

Thursday, August 21		
10:00-12:00	Workshop	Work on Game Prototype support by Jens Steenmetz & Jelle de Graaf
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 & Jelle de Graaf
17:00-18:00	Workshop	Informal Demonstration of Game Prototype
19:30-22:00	Optional social programme	<i>Pub Quiz!</i> Register at: https://utrechtsummerschool.nl/social_programme

Friday, August 22		
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 & Jelle de Graaf
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 & Jelle de Graaf
16:00-17:00	Workshop	Demonstration of final Game Prototype
17:00-18:00	Closing	<i>Awards ceremony + Drinks</i>

