

Summer School Game Design and Development

Utrecht University

17 - 21 August 2026

Location

Monday: [Kromme Nieuwgracht 80](#), room 0.06

Tuesday: [Janskerkhof 2-3](#), room 0.13 + 1.11

Tuesday: [Janskerkhof 2-3](#), room 1.18

Thursday: [Janskerkhof 2-3](#), room 1.11

Tuesday: [Janskerkhof 2-3](#), room 1.18



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 Long Term Support (LTS) version; currently Unity 6.3 LTS.*
 - b. *To avoid delays during the workshops, please already download and install Unity before the Summer School starts.*
 - 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 15 and 16

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 17		
Location: Kromme Nieuwgracht 80 , room 0.06		
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 Max Ferket & Laura Willems
16:00-18:00	Workshop	Unity workshop – Part 1 by Julian Frommel, support by Max Ferket & Laura Willems
19:30-21:00	Optional social programme	<i>Bowling Night!</i> Register at: https://utrechtsummerschool.nl/social_programme

Tuesday, August 18		
Location: Janskerkhof 2-3 , room 0.13 + 1.11		
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	Storytelling by Sander Bakkes
14:30-18:00	Workshop	Unity workshop – Part 2 by Julian Frommel, support by Max Ferket & Laura Willems
18:00-20:00	Social programme	Visit to gaming arcade <u>Free</u> for <i>Game Design and Development</i> summer school participants! More info will follow.

Wednesday, August 19		
Location: Janskerkhof 2-3 , room 1.18		
10:30-12:30	Workshop	Unity workshop – Part 3 by Julian Frommel, support by Max Ferket & Laura Willems
12:30-13:30	Lunch	
13:30-14:30	Lecture	Player Motivation – The Art of Failure by Sander Bakkes
14:30-15:30	Workshop	Work on (Digital) Game Prototype support by Max Ferket & Laura Willems
15:30-16:00	Lecture	Virtual Characters by Sander Bakkes
16:00-17:00		Work on (Digital) Game Prototype support by Max Ferket & Laura Willems
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 20		
Location: Janskerkhof 2-3 , room 1.11		
10:00-12:00	Workshop	Work on Game Prototype support by Max Ferket & Laura Willems
12:00-13:00	Lunch	
13:00-14:30	Lecture	Player Motivation – Psychological Theories by Sander Bakkes
14:30-17:00	Workshop	Work on Game Prototype support by Max Ferket & Laura Willems
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 21		
Location: Janskerkhof 2-3 , room 1.18		
10:00-11:00		Return Accommodation room key to: - Summer School organization at location Janskerkhof 30, or - Give room key to Sander
10:00-11:30	Lecture	Player Types & Game Patterns by Sander Bakkes
11:30-12:30	Workshop	Work on final Game Prototype support by Max Ferket & Laura Willems
12:30-13:30	Lunch	
13:30-16:00	Workshop	Work on final Game Prototype support by Max Ferket & Laura Willems
16:00-17:00	Workshop	Demonstration of final Game Prototype
17:00-18:00	Closing	<i>Handing out Certificates + Awards</i>

