

National Student Leadership Conference

Game Design

University of Washington

Program Overview & Sample Daily Schedule

The following Program Overview & Sample Daily Schedule are designed to give you a better understanding of the activities in a typical session as well as the flow of a typical day. This is a sample schedule based upon past programs. While not all sessions are exactly the same, this is reflective of the activities that take place during the program.

Day 1

- Registration
- Campus Tours
- Opening Ceremony
- TA Group Orientation

Day 2

- Workshop: Storyboarding
- Ropes Challenge Course
- Leadership Series: Group Dynamics & Personality Matrix
- Design Team Meeting
- Social

Day 3

- Game Design Lab
- Workshop: Future of Game Design & Gamification
- Guest Speaker: Programmer
- Design Team Meeting
- Leadership: Project Management
- Trip: Escape the Room

Day 4

- Game Design Lab
- Workshop: Interactive Comics
- Trip: Space Needle & Pike Place Market
- Leadership: Time Management
- Design Team Meeting
- Social

Day 5

- Trip: Amazon Games
- Game Design Lab & Individual Studio Time
- Lecture: Game Design in Higher Education
- Leadership: Conflict Resolution
- Game Design Workshop: Level Design
- Trivia Night

Day 6

- Game Design Workshop: Social Impact of Games
- Guest Speaker: Sound Engineer
- Design Team Meeting
- Leadership Session: Public Speaking
- Trip: Museum of Pop Culture
- Dinner at the Farmers Market

Day 7

- Game Design Workshop: Motion Graphics & Storytelling
- Guest Speaker: Animation Expert
- Leadership Session: Commitment in Action
- Design Team Meeting & Presentation Plan
- Trip: Corporate Site Visit

Day 8

- Game Design Workshop: Prototyping & Playtesting
- Design Team Meeting
- Leadership Session: Decision Making
- Final Presentation
- Social

Day 9

- Closing Ceremony
- Final Team Meeting
- Student Departure

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Sample Daily Schedule

Day 5

7:15am-8:15am	Breakfast
8:30am	Board Buses
9:30am-11:30am	Amazon Game Studios Presentation & Tour <i>Neat Attire</i>
11:45am	Board Buses <i>*box lunch</i>
12:45pm-2:00pm	Game Design Class <i>Neat Attire</i>
2:15pm-4:15pm	Individual Studio Time <i>Neat Attire</i>
4:30pm-5:45pm	Leadership Session Conflict Resolution <i>Neat Attire</i>
6:00pm-7:00pm	Dinner
7:15pm-8:45pm	Workshop: Level Design <i>Casual Attire</i>
9:00pm – 10:15pm	Trivia Night <i>Casual Attire</i>
10:30pm	Floor Check