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
- Trip: Big Fish Games
- Design Team Meeting
- Leadership Session: Public Speaking

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
## Sample Daily Schedule

### Day 5

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:15am-8:15am</td>
<td>Breakfast</td>
</tr>
<tr>
<td>8:30am</td>
<td>Board Buses</td>
</tr>
<tr>
<td>9:30am-11:30am</td>
<td><strong>Amazon Game Studios</strong>&lt;br&gt;Presentation &amp; Tour&lt;br&gt;<em>Neat Attire</em></td>
</tr>
<tr>
<td>11:45am</td>
<td>Board Buses&lt;br&gt;<em>box lunch</em></td>
</tr>
<tr>
<td>12:45pm-2:00pm</td>
<td><strong>Game Design Class</strong>&lt;br&gt;<em>Neat Attire</em></td>
</tr>
<tr>
<td>2:15pm-4:15pm</td>
<td><strong>Individual Studio Time</strong>&lt;br&gt;<em>Neat Attire</em></td>
</tr>
<tr>
<td>4:30pm-5:45pm</td>
<td><strong>Leadership Session</strong>&lt;br&gt;Conflict Resolution&lt;br&gt;<em>Neat Attire</em></td>
</tr>
<tr>
<td>6:00pm-7:00pm</td>
<td>Dinner</td>
</tr>
<tr>
<td>7:15pm-8:45pm</td>
<td><strong>Workshop: Level Design</strong>&lt;br&gt;<em>Casual Attire</em></td>
</tr>
<tr>
<td>9:00pm – 10:15pm</td>
<td><strong>Trivia Night</strong>&lt;br&gt;<em>Casual Attire</em></td>
</tr>
<tr>
<td>10:30pm</td>
<td>Floor Check</td>
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