

GAMES IN EXTENDED REALITY

Week 1								
Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:30 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast		
8:00 a.m.		Breakfast	Lecture: <i>Introduction to Immersive Storytelling & Gaming in XR</i>	Breakfast	World Building: <i>Preproduction</i>	Lecture: Part 1: <i>Design for Social Impact</i> Part 2: <i>Games and Empathy</i> Part 3: <i>Asset Creation</i>		
8:30 a.m.		Accelerate Orientation						Guest Lecture
9:00 a.m.								
9:30 a.m.								
10:00 a.m.								
10:30 a.m.								
11:00 a.m.		Program Intro: <i>Introduction to Nomenclature & Technology</i>	Activity: <i>Storyboarding, Ideation, Critique</i>	Field Trip	Storyboard Presentations/ Guest Critique	Preparing for Play Session		
11:30 a.m.								
12:00 p.m.		Lunch	Lunch		Lunch	Lunch		
12:30 p.m.								
1:00 p.m.								
1:30 p.m.	Move-In/ Program Check-In	Immersive Media Lab Visit	Unity Workshop	Storytelling Activity & Field Trip Recap	Work Time	Play Session	Optional Social Programming	
2:00 p.m.								
2:30 p.m.			Introduction to Unity: <i>A Mini Rube Goldberg Machine & File Management</i>					
3:00 p.m.								
3:30 p.m.		Unity/VR Setup	Unity Workshop: <i>Textures, Materials & Audio Triggers</i>	Unity Workshop: <i>Textures, Materials & Audio Triggers</i>	Work Time	Debrief		
4:00 p.m.								
4:30 p.m.								
5:00 p.m.								
5:30 p.m.								
6:00 p.m.								
6:30 p.m.	Dinner & Welcome Activities							
7:00 p.m.			Dinner & Optional Social Programming	Dinner & Optional Social Programming	Dinner & Optional Social Programming	Dinner & Optional Social Programming	Dinner & Optional Social Programming	
7:30 p.m.								
8:00 p.m.								
8:30 p.m.								
9:00 p.m.								
9:30 p.m.								
10:00 p.m.	In-Building Curfew	In-Building Curfew	In-Building Curfew	In-Building Curfew	In-Building Curfew	In-Building Curfew	In-Building Curfew	

Open your eyes, ears, and mind to extended reality. This project-based, cutting-edge program teaches you the technical skills to help your college resumé stand out, including scripting and coding, interaction design, and game system design.

Color code

- Lab Block (Instrumentation/Cell/Other)
- Instructional Block
- Lecture
- Supplemental Activity
- Group Work
- Company Visit/Field Trip
- Guest Speaker
- Social Activity



This is for informational purposes only and is subject to change.

GAMES IN EXTENDED REALITY

Week 2								
Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:30 a.m.	Optional Social Programming	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast		
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast		
8:30 a.m.		Lecture: <i>Extended Reality</i>	Lecture	Activity: Option 1: <i>Equirectangular Paintings</i> Option 2: <i>Games for Impact</i>	Work Time	Work Time (Debugging)		
9:00 a.m.								
9:30 a.m.		Group Activity: <i>Speculative Journalism</i>	Work Time: <i>World Building Iteration</i>	Unity Workshop: <i>Scene Management/ Player Features</i>	Guest Lecture	Show & Tell/Critique		
10:00 a.m.								
10:30 a.m.								
11:00 a.m.								
11:30 a.m.		Debrief						
12:00 p.m.								
12:30 p.m.		Lunch	Lunch	Lunch	Lunch	Lunch		
1:00 p.m.		Optional Social Programming	Speculative Journalism Presentations	Work Time	Field Trip	Work Time/Scripting		Move-Out/Program Check-Out
1:30 p.m.								
2:00 p.m.			Work Time	User Testing	Field Trip Recap	Work Time/Scripting		
2:30 p.m.								
3:00 p.m.			Group Check-Ins/ Show-And-Tell	User Testing	Field Trip Recap	Work Time/Scripting		
3:30 p.m.								
4:00 p.m.								
4:30 p.m.								
5:00 p.m.			Dinner & Optional Social Programming	Dinner & Optional Social Programming	Dinner & Optional Social Programming	Dinner & Optional Social Programming		
5:30 p.m.								
6:00 p.m.								
6:30 p.m.								
7:00 p.m.								
7:30 p.m.								
8:00 p.m.								
8:30 p.m.								
9:00 p.m.	In-Building Curfew	In-Building Curfew	In-Building Curfew	In-Building Curfew				
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10:00 p.m.	In-Building Curfew	In-Building Curfew	In-Building Curfew	In-Building Curfew				

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