

Start Content

Mon 11 Jul

- 10:00 Serious Games and Game Based Learning, examples
- 11:30 Lunch
- 12:30 Game design process and roles
- 14:30 Guided tour in Old Town
- 18:00 Welcoming reception

Tue 12 Jul

- 10:00 Presenting and selecting ideas and forming teams
- 11:30 Lunch
- 12:30 Game concept and serious goals
- 14:00 Coffee break
- 14:30 Creating and presenting game concepts
- 16:00 Free workshop

Wed 13 Jul

- 10:00 Gameplay: challenges and actions
- 11:30 Lunch
- 12:30 Game core mechanics: objects, events and conditions
- 14:00 Coffee break
- 14:30 Designing game objects, events and conditions
- 16:00 Free workshop

Thu 14 Jul

- 10:00 Design of game assets: world, characters and story
- 11:30 Lunch
- 12:30 eAdventure workshop - platform for game development
- 14:00 Coffee break
- 14:30 eAdventure workshop
- 16:00 Free workshop

Fri 15 Jul

- 10:00 Game development in eAdventure
- 11:30 Lunch
- 12:30 eAdventure advanced features and game development
- 14:00 Coffee break
- 14:30 Game prototype presentation
- 16:00 Feedback session
- 18:00 International Evening