

TEENS CAMP

4-WEEK GAME DESIGN

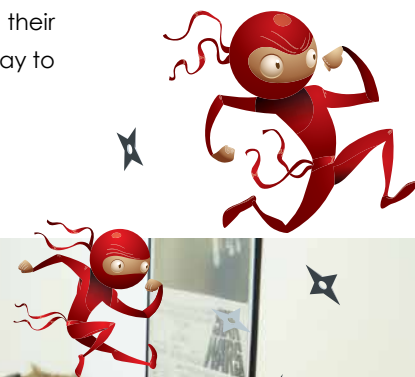
From simple puzzle games on smartphones to elaborate 3D worlds on PCs, playing games is a worldwide passion. In our hands-on 4-Week Game Design Camp, teens develop their own original game concepts into playable digital prototypes.

Each week, campers focus on a different stage of the game production process. Campers work with game design professionals to create story concepts, design and prototype core game mechanics, design and build original art assets, and program their own games in a cooperative "Game Jam" setting.

Campers evaluate and analyze games of all kinds: card, console, board, ball, story, strategy, cooperative, competitive, indoor, and outdoors. We firmly believe this is a critical component of understanding and creating fun, innovative, and well-designed games. Campers learn systems thinking, a skill that will help them to excel in science, technology, engineering, and math (STEM). By designing their own games, students ignite their creativity, artistic expression, and sense of play to become well-rounded and capable game designers.

Camp Curriculum:

- Game Design
- Narrative Design
- Art Direction
- Sound Design
- Coding



4-WEEK GAME DESIGN CAMP

Locations Available:

New York City

Los Angeles

Tuition: \$5,325

Room and board is additional.
Please note: curriculum, dates,
and prices subject to change.



TEENS CAMP

1-WEEK GAME DESIGN



1-WEEK GAME DESIGN CAMP

Locations Available:

New York City

Los Angeles

Tuition: \$1,630

Room and board is additional.
Please note: curriculum, dates,
and prices subject to change.

Most teens love to play games, but how many know how to design games? Our 1-Week Game Design Camp explores the fundamentals of game design, prototyping, and playtesting — the foundation for designing original video games from “big idea” to “finished product.”

Campers work with our faculty of professional game developers to learn an array of skills and design methodologies, spending the week creating a narrative design, crafting a set of game mechanics, building a physical “paper” prototype, and developing their game into a 2D, playable digital prototype. At the end of the week, campers debut their finished game to family and friends at a “demo night” event.

All campers exit the one-week camp with an understanding of how to design a great game, and walk away with a highly refined paper prototype, a “pitch deck” and promotional strategy, and a 2D, playable digital prototype — a blueprint for developing a digital game.

Camp Curriculum:

- Play-Centric Design and Game Mechanics
- Narrative Design and Art Direction
- Iterative Development, Play-testing, and Refinement
- Playable Demo and Launch