Creative Game Design Camp
University of Memphis
July 11-15, 2022

Tentative Agenda

A campus map is available at https://map.memphis.edu

Camp activities will be held primarily in Dunn Hall 118 ("DH" on the map). Students will be escorted to and from the University Center (UC) for lunch each day except Friday. On Friday, we'll have a pizza lunch in Dunn Hall 119/123, after which students will present their projects. Each student is welcome to bring 1-2 guests for the Friday lunch/presentation!

Monday, July 11
Instructor: Top Malasri

0900-0915	Arrival and registration
0915-0945	Icebreaker
0945-1130	Ren'Py session 1: Introduction, scenes, characters, dialogue, colors, making decisions
1130-1230	Lunch at UC (bring or buy)
1230-1330	Image editing basics
1330-1400	Guest speaker: Naga Gurumoorthy, VP of Engineering, Microsoft Azure
1400-1600	Ren'Py session 2: Effects and animation

Tuesday, July 12
Instructor: Bill Baggett

0900-1200	Ren'Py session 3: Storyboarding
1200-1300	Lunch at UC (bring or buy)
1300-1600	Form teams Initial brainstorming Pitch game ideas

Wednesday, July 13
Instructors: Top Malasri (am), Bill Baggett (pm)

0900-1200	Ren'Py session 4: Image maps
1200-1300	Lunch at UC (bring or buy)
1300-1600	Development time for teams

Thursday, July 14
Instructor: Vinhthuy Phan

0900-1200	Development time for teams
1200-1300	Lunch at UC (bring or buy)
1300-1600	Development time for teams

TBD for Thursday: Guest speaker, Intel

Friday, July 15
Instructors: Top Malasri, Vinhthuy Phan

0900-0915	Guest speaker: Lan Wang, Chair, UofM Department of Computer Science
0915-1200	Finalize games and presentations
1200-1300	Pizza lunch with families (Dunn 119/123)
1300-1500	Presentations, awards, and closing

Camp Instructors
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Kriangsiri ("Top") Malasri is an Instructor in the Department of Computer Science at the University of Memphis. He has participated in many outreach activities for middle and high school students, including school visits and various summer programs. He has received several awards from the university for his teaching and advising.

Dr. Bill Baggett is an Instructor in the UofM's Department of Computer Science. He has done research on intelligent tutoring systems and has taught a variety of introductory courses, including programming, computing ethics, and discrete math.

Dr. Vinhthuy Phan is an Associate Professor in the UofM's Department of Computer Science. His primary research interest is bioinformatics, which applies computer science techniques to analyzing biological data. He is also involved in computer science education research, particularly for introductory CS courses.