



Creative Game Design Camp

University of Memphis

July 10-14, 2023

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, after which students will present their projects. Each student is welcome to bring 1-2 guests for the Friday lunch/presentation!

Monday, July 10

Instructor: Top Malasri

0900-0915	Arrival and registration
0915-0945	Icebreaker
0945-1200	Ren'Py session 1: Introduction, scenes, characters, dialogue, colors
1200-1300	Lunch at UC (bring or buy)
1300-1400	Image editing basics
1400-1430	Guest speaker: Dr. Lan Wang, Chair, Department of Computer Science, UofM
1430-1600	Ren'Py session 2: Effects and animation

Tuesday, July 11

Instructor: Katie Bridson

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 12**Instructor: Vinhthuy Phan**

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

Thursday, July 13**Instructor: Katie Bridson**

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

Friday, July 14**Instructor: Top Malasri**

0900-1200	Finalize games and presentations
1200-1300	Pizza lunch with families (rooms TBA)
1300-1500	Presentations, awards, and closing

Camp Instructors

Kriangsiri ("Top") Malasri is an Assistant Professor of Teaching 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. 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.

Katie Bridson is a PhD student in the UofM's Department of Computer Science. Her primary research interest is CS education, particularly related to developing instructional strategies, materials, and tools for software engineering, web development, and data science courses.