





A-STEM OF MIND SUMMER CAMP SCHEDULE

Mobile Game Design: Agenda and Daily Lesson Plan July 6-10, 2015



	Monday	Tuesday	Wednesday	Thursday	Friday
Location: (WVU Engineering Rm 243 Mineral Resources Bld.)	 Before Camp Drop off and Social Time				
Camp Location	WVU-Eng Bld	WVU-Eng Bld	WVU-Eng Bld	WVU-Eng Bld	WVU-Eng Bld
8:30	Open Discussion / Talk about Day Events				
9:00	Welcome/ Introductions Assessments	Industry Career Awareness Day Research What Sells (Information is Key)	Group Activity Deconstruct Program (Art/Math)	Industry Career Awareness Day (Marketing Your Idea/Invention)	Group Activity Test Each Game
9:45					
10:00	Overview Types of Games based on Media (mobile)	Programming Demonstration (Languages) (Software Engineering)	How does it work? (coding) (Computer Science)	Art (STEM Lesson) Create visuals to market and sell product	Game Demonstration Review Games together (Practice)
10:45					
11:00	Lesson Plan: Game Design (Draw it out) Concept	Lesson Plan: Playing Different Games (What sells and Why)	STEM Lesson (How Apps are created for phones/End user in Mind)	Lesson Plan: (Game Concept and End Product)	Group Activity Get Ready for Marketing Pitch
12:00					
12:00	Lunch Break 				
1:00	Art (STEM Lesson) Planning Steps in Game Design affect Outcome	Industry Tour of NRCCE (AVESTAR Simulation Experts)	Group Activity Build Programs (Engineering)	How Does it Work (Demonstration of Games) (Communication)	Evaluation Forms (Post Assessments) ----- Groups Demo Games to Visitors (Presentations on what they learned)
1:45					
2:00	Group Activity Art of Engineering (Physics)	Industry Tour of NRCCE (AVESTAR Simulation Experts)	Group Activity Coding (Art/Math)	STEM Lesson: (From code to program to game)	
3:30					
3:45	Wrap-Up (End of the Day Discussions)	Wrap-Up (End of the Day Discussions)	Wrap-Up (End of the Day Discussions)	Wrap-Up (End of the Day Discussions)	Wrap-Up (End of the Day Discussions)
4:00					
4:15	After Camp (Play games, reading, unwind and social time)				
4:30	Pick-up				

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