

**GAME & TECHNOLOGY ACADEMY
POWERED BY GEORGE MASON UNIVERSITY**

*2025 Sample Schedule**

Below is a sample schedule for the Game Programming with Unity and C# residential course. While each course schedule will vary, they will all follow a similar format with introductory and advanced content sessions, lectures, and faculty assisted project work related to course topics.

Day One: Registration and Orientation

Registration
Orientation
Evening Social/Ice Breakers

Day Two: Introduction to Course Topic and Core Concepts

Morning Lectures and Project Work Time
Afternoon Lectures and Project Work Time
Core Programming Concepts Conditionals and Boolean Operators
Evening Activity: *Personality Styles & Game Night*

Day Three: Programming, Scripting, Materials, and Character Development

Morning Lectures and Project Work Time
UI Programming
HUD
Afternoon Lectures and Project Work Time
Platformer
Third Person Controller
Guest Speakers, Special Topics Lectures, and Group Work
Evening Activity: *Behaviors & Mindsets*

(continued on next page)

**This sample schedule is provided as an example of the overall quality and scope of the experience offered and is not intended to represent a specific schedule for 2025.*

Day Four: Development Process Continues and Templates

Morning Lectures and Project Work Time

Applications: *Enemy AI*

Afternoon Lectures and Project Work Time

Ray Casting

Evening Activity: *Game of Life*

Day Five: Custom Tutorials and Specialization

Morning Lectures and Project Work Time

Custom Tutorials: *Racer games, Entering/Exiting vehicles*

Afternoon Lectures and Project Work Time

Custom Tutorials: *Creating specialized scripts*

Evening Site Visit: *Virginia Serious Gaming Institute (VSGI)*

Speakers: *Scott Martin, Founding Director of VSGI and Mason Computer Game Design Program; James Casey, Senior Projects Director of VSGI and Assistant Professor of Computer Game Design*

Day Six: Launch, Polish, Publish

Morning Lectures and Project Work Time

Level Design/Level Building

Afternoon Lectures and Project Work Time

Playtest/Publish

Group Presentations

Day Seven: Program Completion and Departure

Departure

For students who sign up for more than one (1) consecutive Residential session:

Saturday

Self-Guided Tour and Visit on the National Mall in Washington, D.C.

Leadership Team Challenge

Sunday

Laundry

Relaxation

Gaming Challenge(s)

As always, the well-being of our scholars and staff is our priority. We implement first-rate health, safety, and risk-management protocols into all our programs, based on recommendations from our Health & Safety Team and medical advisors. We're also committed to evolving our policies and protocols to reflect our program partners' requirements, public policy, and the Centers for Disease Control and Prevention (CDC) guidelines. To see our current standards, visit our website.