



VIDEOGAME PROGRAMMING LEVEL 1 (ProjectFUN)

ProjectFUN

ProjectFUN is a powerful piece of proprietary software developed by DigiPen to facilitate learning programming and game making. ProjectFUN allows beginning students to jump into the game-making process from day one and have the ability to manipulate different components of a game to see how it affects a game's properties. This user-friendly software shows students the specific programming code behind game functions and as students become more familiar with programming they can begin to utilize their own code to handle game functions. Students will receive a free membership to ProjectFUN, which includes the ProjectFUN software, to continue their studies at home.

The workshop curricula correspond to our expertise in the degree programs that we offer at DigiPen

Workshop Highlights:

- Intensive project-based curricula
- Excellent career exploration opportunity
- Low student-to-teacher ratio
- Highly qualified, hand-picked and trained instructors (all instructors must pass a background check, drug screening and two-week training session to be eligible to teach)

- One-to-one student-to-computer ratio

This popular introductory course is ideal for game enthusiasts who want to understand how today's digital games and interactive experiences are created. Furthermore, it is an exciting and enjoyable experience for those who aspire to have a career in the video game industry as software engineers.

Topics Covered in Video Game Programming Level 1:

- Overview of the video game production process
- Introduction to programming
- Mouse and keyboard input
- Animation
- Object Behaviors
- Sound effects and music
- Special effects

Video Game Programming Level 1 Prerequisite:

No previous programming or computer experience is required.

Locations and Dates for Video Game Programming Level 1:

Redmond, WA (DigiPen Institute of Technology)

Yakima, WA (Yakima Valley Technical Skills Center)

Juneau, AK (Juneau Douglas High School)

Pittsburgh, PA (Greater Urban League of Pittsburgh)

Singapore (DigiPen Institute of Technology Singapore)

Bilbao (Bilbao Chamber of Commerce)

Dates, hours and duration of the workshops

Date: 20 to 31th of July.

Each session is two weeks long, with workshop classes meeting from 9:00 until 2:00 pm on weekdays.

Experience level or knowledge required to attend the workshops

No experience is necessary! Level One workshops do not require any programming or software experience.

What makes you different from other computer courses?

In addition to being two weeks in duration, ProjectFUN Summer Workshops are different than other camps because we are a part of DigiPen Institute of Technology. DigiPen is a private college focused on preparing students to meet the requirements of the digital interactive entertainment industry. We know the industry and continually work with industry leaders like Nintendo and Microsoft to ensure that the educational experience is one that truly prepares students for the rigors of the industry. Our intensive summer courses encourage students to use their problem-solving skills and participate in teamwork. The workshops are designed to give participants an idea of what it is like to work in the industry and a glimpse into life as a DigiPen student, as well as to have fun!

We are celebrating our 15th year teaching the ProjectFUN Summer Workshops to students on our main campus. During this time we have learned how best to implement a truly effective and fun curriculum and we continue to improve our workshops each year.

Teachers

The majority of our teachers are DigiPen undergraduates who are pursuing a career in digital interactive entertainment industry at DigiPen so their knowledge already surpasses curriculum. Additionally, we personally interview, hire and train each instructor. Instructors must undergo background checks, drug screening, and a two-week training program. Our instructors receive the highest compensation in the workshop industry because they are so well qualified!

Our motivated teachers and staff are passionate about the gaming industry! The majority are DigiPen undergraduates whose education focuses on meeting the needs of the gaming industry.

Computer-to-student ratio

The computer-to-student ratio is 1:1.

Typical day like at a summer workshop

The Summer Workshops program provides an immersion experience to students giving them the opportunity to discover a potential career in the gaming industry, as well as give them a taste of life as a student at DigiPen. With that in mind, during the first week of the ProjectFUN Summer Workshops students learn about new concepts and develop new skills by building games. During the second week students utilize the knowledge they gained the first week to conceptualize, design, and produce their own game.

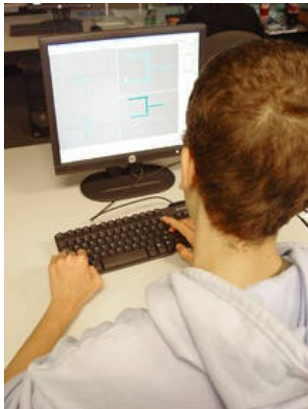
Experiences

"I really enjoyed the Summer Workshops. I did programming levels one and two and I learned so much. The classes have inspired me to work even harder on my math and science and I had a lot of fun as well!"

Lander V., workshop participant

My experience at DigiPen was one of the most educational in my life. I would recommend it to anyone who would like to program video games."

Jake C., workshop participant



VIDEOGAME PROGRAMMING LEVEL 1

DATE: JULY 20

TIME: 9.00 TO 14.00

PLACE: BILBAO CHAMBER OF COMMERCE (Alameda de Recalde 50,
48008 Bilbao)

COST: 425 euros