

# Game Design Workshop

## Schedule

GDC 2009

### Day 1:

10:00 – 10:20 AM	Orientation	A brief introduction to the concept, format and faculty of the Game Design Workshop.
10:20 – 11:00	Exercise One, Part I	Play a game in small groups, analyze and deconstruct.
11:00 – 11:15	AM Coffee break	Mmm... Caffeine
11:15 – 12:30 PM	Exercise One, Part II	Work in small groups on a design problem related to the Exercise One game.
12:30 – 2:00	Lunch	Have lunch. Work on Exercise One if you want extra time. Sign up for Elective A and B activities.
2:00 – 4:00	Exercise One, Part III	Return to your group, and work on the Exercise One design problem. Compare solutions to the Exercise One design problem, playtest, discuss.
4:00 – 4:15	PM coffee break	Mmm... Punch and Pie!
4:15 – 5:15	Elective A	Several smaller activities, each run by a different member of our faculty. Space in each Elective is limited, so sign up during lunch.
5:15 – 6:00	Elective B	Three different exercises run in parallel in different rooms. These exercises will carry over into the next day. Sign up during lunch.

### Day 2:

10:00 – 11:00 AM	Elective B, Part II	Return to your Elective B classroom. Continue work on Elective Two
11:00 – 11:15	AM Coffee break	Mmm... Snacky Cake
11:15 – 12:30 PM	Elective B, Part II, continued	Continue work on Elective B.
12:30 – 2:00	Lunch	Eat. Talk. Sign up for Elective C activities.
2:00 – 2:15	Exercise Two intro	Come to the main room for an intro to Exercise Two.
2:15 – 4:00	Exercise Two	Choose a new group or the second exercise.
4:00 – 4:15	Coffee break	Unnnh... Brains!
4:15 – 5:30	Elective C	More elective activities.
5:30 – 6:00	Faculty-moderated closing discussion	Faculty will give closing comments, and then open the floor for discussion.