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Gamecrash - Adventures in Game Design Camp 2015

July 13-17, 2015

Louisiana State University Digital Media Center

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LSU's [Digital Media Arts & Engineering program](#) at the [LSU Center for Computation & Technology](#) is happy to provide "Gamecrash - Adventures in Game Design".

Imagine, collaborate, create, develop and surpass your wildest imagination:

- ▶ Learn the tricks and techniques used to make modern video games from scratch.
- ▶ Use professional tools to produce quick and easy gameplay prototypes.
- ▶ Practice scripting, animating and digital art creation as well as level design and game design.
- ▶ Help unleash your creative potential to get ideas from your head onto the screen.

WHO: High School - Grade 9 through 12 appropriate (rising high school freshmen, sophomores, juniors, and seniors, as well as graduating seniors). No experience required. General computer use a plus. Note: Gamemaker software will be used--this is taught at the beginner level.

REGISTRATION & COST:

\$95. Supplies, lunches and snacks are provided during the camp. Participants are responsible for arranging their own transportation to and from LSU's campus. CCT will accept participants on a first-come, first-serve basis. Limited seats available so register early.



INSTRUCTOR: [Marc Aubanel](#), director of the Digital Media Arts & Engineering program at LSU. Marc brings with him 20 years of experience running large global brands and franchises which include FIFA Soccer, NHL Hockey, Need for Speed Underground and Def Jam Vendetta for Electronic Arts. He also co-founded Stage 3 Media in response to an emerging online video marketplace.

SCHEDULE: 9:00 AM - 5:00 PM; two snacks and a lunch will be provided each day.

**Friday afternoon showcase begins at 3:00 PM--parents/family members invited

LOCATION: Room #1034, LSU Digital Media Center. [Map it!](#)

For questions or special needs, contact Karen Jones at kjones@lsu.edu.

The Digital Media Arts & Engineering Program at LSU is dedicated to producing tomorrow's leaders in the digital media arts field. Located in a new state of the art \$29.3 million facility that is shared with Electronic Arts North American Test Center, you can work with a diverse group of digital artists, technicians and researchers who are here to help you develop your ideas into the future of media.

For all LSU Center for Computation & Technology summer camp information, visit <https://www.cct.lsu.edu/cct-events>. For a listing of other LSU pre-college camp offerings visit: www.lsu.edu/camps.

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