



Utrecht University, Center for Game Research

Multidisciplinary Game Research

This summer school treats the study of games as a playful phenomenon, and teaches theories for the analysis of rules and narratives. Furthermore, the course provides an overview of a number of enabling technologies, such as animation of virtual characters, crowd simulation, and natural interaction techniques. A number of application domains for serious games are considered. Persuasive games and techniques, aiming at the changing players' attitude or behavior are analyzed and discussed. The students learn how to make games, including the design and implementation of games.

The Multidisciplinary Game Research summer school offers lectures and hands-on experience on a broad spectrum of aspects related to games. Games allow users to entertain, practice, experiment, and learn in a safe and motivating environment. Games play an increasingly important role in areas like education, healthcare, safety, urban planning, sustainability, creative industries, entertainment and other economic, cultural, and societal sectors.

The program of the summer school is organized in four tracks: Game Development, Game and Play Studies, Game Technologies, Applied Games. (See the next page for the day-to-day program)

The summer school students learn to understand and describe various theoretical perspectives used by game and media scientists. They will also gain insight into the state-of-the-art of game technology, as well as the possibilities and limitations of such techniques. A visit to our motion capture lab is part of the program. In addition there is a game programming workshop throughout the week, where students learn how to program a game in JavaScript. These games can be played in any web browser. The developed games are presented and judged by a jury at the end of the week at the Dutch Game Garden, the national game company incubator.

The summer school is offered by researchers from the Center for Game Research (www.gameresearch.nl).

COURSE LEADERS:	Joost Raessens, Remco Veltkamp
PERIOD:	22 August 2016 - 26 August 2016
FEE:	€500 (including housing), €300 (without housing)
CREDITS:	1.5 ECTS
LEVEL:	Advanced Bachelor, Master as well as PhD students
REGISTRATION DEADLINE:	June 1, 2016
MORE INFORMATION:	www.utrechtsummerschool.nl

<http://www.utrechtsummerschool.nl/courses/science/multidisciplinary-game-research>





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Saturday and Sunday, 20, 21 August		
Time	Activity	Description
12.00-18.00	Key pick up	You will find the exact key pick up location in the pre-departure information, which becomes available after you have paid the course fee.
Monday, 22 August		
09:00-09:15	Introduction	Introduction, Joost Raessens, Remco Veltkamp
		Game Development:
09:15-10:45	lecture	Analytical game design (Stefan Werning)
11:00-12:30	lecture	Designing games by analyzing the intended experience (Marries van de Hoef)
12:30-13:30	Lunch	
13:30-17:00	Lecture/Workshop	Intro game programming (Arjan Egges)
Tuesday, 23 August		
		Game and Play Studies:
09:00-11:15	Workshop	Playing as researching: using play as an approach, method and focus (Alex Gekker & Stephanie de Smale)
11:30-12:30	Lecture	Let's Play method (Rene Glas en Jasper van Vught) <i>This session will have an evening programme</i>
12:30-13:30	Lunch	
13:30-14:45	Lecture	Game Technologies: Crowd simulation in games and applications (Roland Geraerts)
15:00-17:00	Workshop	Game Development Workshop game programming (Arjan Egges)
evening	Play	Engage with various historical games through Let's Play practices (Rene Glas en Jasper van Vught)
Wednesday, 24 August		
09.00-12.30	Lecture	Game Technologies: Natural interaction (Zerrin Yumak, Ronald Poppe) <i>This session includes a visit to the motion capture lab</i>
12:30-13:30	Lunch	
13:30-14:45	Lecture	Applied Games: Games for a healthy lifestyle (Monique Simons)
15:00-17:00	Workshop	Game Development: Workshop game programming (Arjan Egges)
Thursday, 25 August		
		Game and Play Studies:
09.00-10:45	Workshop	Creating dynamic game soundtracks (Michiel Kamp)
11.00-12:30	Lecture	Utrecht based mobile games (Sjors Martens en Michiel de Lange) <i>This session will have an evening programme</i>
12:30-13:30	Lunch	
13:30-17:00	Workshop	Game Development: Workshop game programming (Arjan Egges)
evening	Play	Utrecht is turned into a playful city. An adaptation of an LBMG will introduce Utrecht in all its spatial and historical glory to the player. (Sjors Martens)
Friday, 26 August		
		Applied Games:
09:00-10:45	Lecture	Motivation and curiosity in (serious) games (Christof van Nimwegen)
11:00-12:30	Workshop	Persuasive games (Teresa de la Hera, Joost Raessens, Robbert Jan Beun)
12:30-13:30	Lunch	
13:30-14:30	Guided tour	Site visit Dutch Game Garden (game company incubator)
14:30-16:00	Workshop	Game Development: Presentation of developed games (students)
16:00	Wrapping up	Remco Veltkamp / Joost Raessens