Greater
Manchester
Higher

GAMES DESIGN
16 July - 18 July 2024

GAMES DESIGN

Hello and thank you for signing up to our Games Design summer school. Please take some time to read the below information in order to be prepared for the event. The summer school will take place over three days, 9am-3pm Tuesday 16 July until Thursday 18 July, at our Futureworks campus. You'll meet people your age from a variety of schools across Greater Manchester. Together, you'll learn about games design and the video game industry, design your own game and hear from some of the brilliant folks making games in the UK right now. You can find further info below including the programme for each day.

We're all very excited about the event and looking forward to meeting you and welcoming you to our campus.

MEET THE TEAM

Lindsey Smith

Hi, I'm Lindsey and I'm really excited to be running this summer school alongside our industry experts Luke and Hannah. My background is in supporting students into higher education and careers education, so I'm looking forward to learning more about games design alongside you. If you have any questions or concerns at any point before or during the summer schools, come to see me for a chat. I'm really looking forward to meeting you all.

Hannah Williamson

I'm Hannah and I'm a Producer currently working at Nequinox Studios, a games studio in Manchester. I've worked in the games industry for just over 2 years now. Prior to that, I worked on large scale interactive and audio visual experiences for museums and heritage sites, and in TV as an Assistant Art Director and a Runner. I'm really looking forward to motivating and empowering you to have bold and brilliant ideas and to communicate these as a mock-up, or a prototype. I'm passionate about accessibility and bring that passion and knowledge to all aspects of my work. I'm really looking forward to the summer school and to meeting you there!

MEET THE TEAM

Luke Perkin
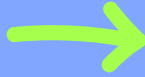
Hello, I'm Luke and I'm a Senior Technical Designer at Nequinox Studios where I work in a team to create award-winning, world-class games. I also work part-time as a Games Design tutor at Futureworks where I mentor 3rd year students completing their final projects. I've planned and presented a series of game designs workshops for young people and really enjoy getting people excited about game design. I've also started my own game company, making mobile puzzle games. I'm looking forward to meeting you all at the summer school and to seeing what we can create.

TIMETABLE

Tuesday 16 July

Time	Activity
09:00	Arrivals. Refreshments
09:20	Welcome briefing. Campus tour
10:00	Icebreaker games. Games design toolkit talk
10:45	Break. Refreshments
11:00	Production, planning and presentation toolkit talk
11:45	Idea generation in groups
12:30	Lunch
13:15	Idea generation
14:15	Talk: progression to the creative industries
14:30	Guest speaker. Unreal engine demonstration

Wednesday 17 July

Time	Activity
09:00	Arrivals. Refreshments
09:20	Recap. Questions
09:40	Introducing game design pillars
10:45	Break. Refreshments
11:00	Talk: what are the roles at a games studio?
11:45	Develop
12:30	Lunch
13:15	Develop. Hone in on a single idea
14:45	Student helper Q&A

Thursday 18 July

Time	Activity
09:00	Arrivals. Refreshments
09:20	Develop
10:30	Talk: how does uni work?
10:45	Break. Refreshments
11:00	Develop
12:30	Lunch
13:15	Presentations and feedback
14:45	Awards ceremony and farewell

Over three days you and your team will brainstorm and design a game concept and create a prototype from scratch. Industry professionals will take you through the process. Together, you'll look at the game design tools used in the industry, creating core design pillars, storyboards, rewards systems and thinking about your players and the accessibility of your design. By the end of the summer school, you'll be able to share and communicate your design through whichever medium you feel comfortable with. This might be a story board, video, board game mock-up, or even a digital prototype that you can take home.

FURTHER INFORMATION

WHAT TO BRING

Yourself, curiosity, creativity and an open mind! You really don't need to know anything about programming, or games design before you arrive, we'll guide you through the whole process. We'll provide everything else you need, from pens and paper to computers and software.

You're not required to wear your school uniform, however, please ensure all clothing is appropriate (i.e. something you would wear on a non-uniform day at school). This should include comfortable footwear.

Lunch, snacks and refreshments will be provided. Just let us know if you have any dietary requirements and/or allergies.

PARENT/CARER INFORMATION SESSION

Parents, carers and teachers are invited to join us for a Zoom Q&A at 6.30pm on Tuesday 2 July. We will send out an email invitation with zoom link.

TRAVEL

We'll arrange transport for you from your school to our campus each day and back again. We'll send an email ahead of the summer school with exact timings, but we expect it to be an approximate pick-up time of 8am and drop-off around 4pm. You'll just need to ensure you can get safely to school on time for collection, and home again from school at the end of the day.

FAQs

Can I do anything to prepare for the summer school?

You don't need to do anything ahead of time but if you'd like to, here are a few suggestions:
- Play some games, think about how the team might have developed their ideas.
- Have a think about what you enjoy, and what you can bring to your team e.g. art, storyboarding, ideas, programming, writing etc.
- If you are wanting to do some programming during the workshop to support your prototype, try looking at Scratch (https://scratch. mit.edu/explore/projects/games/) or some tutorials on Unity (https://www.youtube.com/watch?v=XtQMytORBmM)

Do I get to take the game/presentation home?

Yes, of course you can, your ideas are yours to keep. If you've presented something using software, don't forget to send it to yourself if you want to carry on working on it.

How will the teams be grouped?

We're expecting 30 participants to take part in Games Design. There'll be times when we're all together, though the group will mostly be split over two classrooms, making 3 teams of 5 for the workshops. Those of you who are coming from the same school will be put into a team together. Those of you who are coming independently will be put into team together. We'll ensure everyone feels welcome and comfortable and that you're supported in making new friends and in working within your team.

FAQs

I have additional needs and/or specific access requirements - can these be accommodated?

Certainly. Please contact Lindsey to talk through any access or support needs.

Can I contact my parents/carers?

Although we'll ask phone use to be at appropriate times, you'll always be able to reach home, and your parents/carers will always be able to contact you.

What food will be available?

Tea and coffee, water and snacks will be available throughout the day and lunch will be provided each day of the summer school. You're welcome to bring additional drinks or snacks, as required. Please do let Lindsey know of any specific requirements and any allergies you may have in advance.
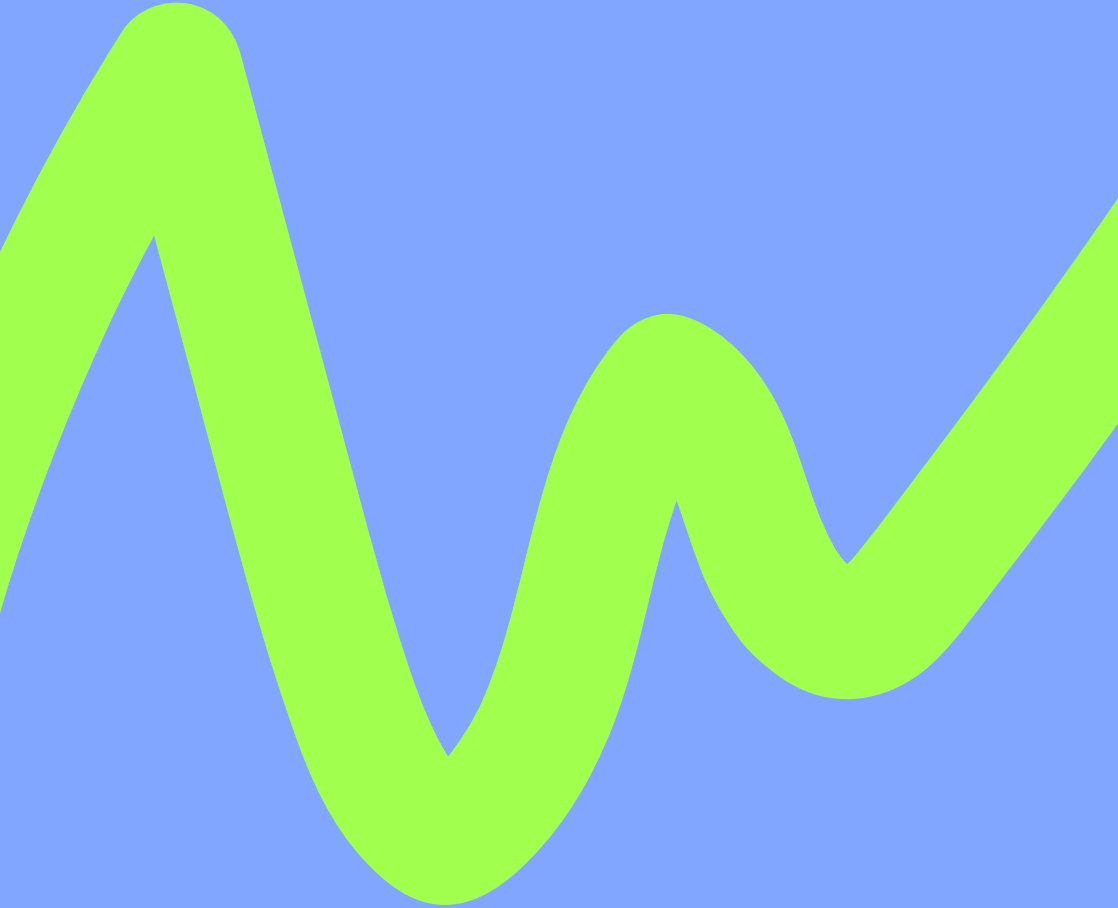
Contact details

If you have any questions about the event, or would just like some more information, please get in touch using the details below:

You can contact the event lead, Lindsey at
lindsey.smith@futureworks.ac.uk

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