

GAMES DESIGN

1 July - 3 July 2025





GAMES DESIGN

Hello and thank you for signing up to our Games Design summer school. Please take some time to read the below information to prepare for the event as it will help you to know what to expect. The summer school will take place over three days, 9am-3pm Tuesday 1st July until Thursday 3rd July, at our Futureworks Riverside campus. You will 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 amazing people 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



Hi, I'm Lindsey and I'm really excited to be running this Summer School alongside Anna, our Programme Leader for Art and Design. My background is in supporting students into higher education and providing careers information, so I'm looking forward to learning more about games design alongside you. I spend most of my time in schools delivering sessions, but I have organised many summer schools like this one right across the country and they're my absolute favourite events to run. If you have any questions or concerns at any point before or during the summer schools, please get in touch for a chat. I'm really looking forward to meeting you all.



Anna

Hello, I'm Anna and I'm Programme Leader of the Games Design degree course here at Futureworks. My role involves working with game industry professionals as tutors, guest speakers, and advisors, which puts me in an ideal position to be a part of your Summer School.

As well as my work at Futureworks, I'm also an award winning tabletop game designer, with years of experience in game and product development. I've planned and presented a series of game design workshops for young people and really enjoy getting people excited about game design. I'm looking forward to meeting you all this summer, and to seeing what we can create.

TIMETABLE

Tuesday 1 July

Time	Activity
09:00 - 12:30	Arrivals and welcome talk, refreshments & introducing games design
12:30 - 13:15	Lunch
13:25 - 15:00	Choosing your group, generating game ideas, expert advice on games design & higher education

Wednesday 2 July

Time	Activity
09:00 - 12:30	Working in groups to further develop your game. Insights from people working in the games industry.
12:30 - 13:15	Lunch
13:25 - 15:00	University choices activity. Specialist workshops.

Thursday 3 July

Time	Activity
09:00 - 12:30	Developing your final presentations in groups.
12:30 - 13:15	Lunch
13:25 - 15:00	Presentations to industry panel. Award ceremony.

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 6.00pm on Tuesday 24 June. 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?

Drinks 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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