**MASON’S GAME DESIGN SPRING BREAK CAMP**

**Monday, March 21**<sup>st</sup> - **Friday, March 25**<sup>th</sup>, 2016
9am-4pm

Children ages 9-13
$510.00/week (Mason Families)
$535.00/week (Non-Mason Families)

**CAMP ACTIVITIES**

**GAME DESIGN, CREATION & ENTREPRENEURSHIP**

The journey begins here for those who are interested in the exciting world of Computer Game Design. Participants will learn the fundamentals of game design, rules, and game mechanics, with hands-on experience using current game engine tools. Additionally, students will be encouraged to work together in an interactive environment with other kids of similar interests to examine and learn about current game studios, explore forming their own game company, and design their company mission, market, and logos. Students will experience the roles of producer, programmer, designer, and artist, and be provided an insider’s look at the Computer Game Design industry. Each company will present their game to their parents and peers during the final class. Children should bring 2 snacks, a lunch and a drink or water bottle.

**QUESTIONS**

For program questions, please contact Vera Lichtenberg at vlichten@gmu.edu or call 202-285-9952. For help with registration contact Potomac Arts Academy at 703-993-9889.

**REGISTRATION**

Please visit our registration site at: [Bit.ly/gmuspringbreakgame](http://Bit.ly/gmuspringbreakgame)

Mason families must use coupon code **MSBC2016** at registration for reduced rate.

**BEFORE AND AFTER CARE**

Before and after care is available from 8-9 am and 4-5:30 pm at no additional cost. Be sure to answer “YES” in the Question section after adding the program to your cart.

**LOCATION**

Conveniently located on the first floor of Alan and Sally Merten Hall, room 1203. (4400 University Drive, Fairfax)

[www.PotomacAcademy.org](http://www.PotomacAcademy.org)