

**Tallinn Summer School**  
**Design of Serious Games**  
**July 22-26, 2019**

**Monday, July 22**

10:00 Serious games and game-based learning, examples  
11:30 Lunch  
12:30 Game design process and roles

**Tuesday, July 23**

10:00 Presenting and selecting ideas, team formation  
11:30 Lunch  
12:30 Game concept and serious goals  
14:00 Coffee break  
14:30 Creating and presenting game concepts  
16:00 Free workshop

**Wednesday, July 24**

10:00 Gameplay: challenges and actions  
11:30 Lunch  
12:30 Game core mechanics: objects, events and conditions  
14:00 Coffee break  
14:30 Designing game objects, events and conditions  
16:00 Free workshop

**Thursday, July 25**

10:00 Design of game assets. World, characters and story  
11:30 Lunch  
12:30 eAdventure workshop: adventure game development platform  
14:00 Coffee break  
14:30 eAdventure workshop (2)  
16:00 Free workshop

**Friday, July 26**

10:00 Game implementation (1)  
11:30 Lunch  
12:30 Game implementation (2)  
14:00 Coffee break  
14:30 Game prototype presentation  
16:00 Feedback session