Tallinn Summer School
Design of Serious Games
July 9-13, 2018

Monday, July 9
10:00 Serious Games and Game Based Learning, examples
11:30 Lunch
12:30 Game design process and roles

Tuesday, July 10
10:00 Presenting and selecting ideas and forming teams
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 11
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 12
10:00 Design of game assets: world, characters and story
11:30 Lunch
12:30 eAdventure workshop - platform for game development
14:00 Coffee break
14:30 eAdventure workshop
16:00 Free workshop

Friday, July 13
10:00 Game development in eAdventure
11:30 Lunch
12:30 eAdventure advanced features and game development
14:00 Coffee break
14:30 Game prototype presentation
16:00 Feedback session