

Tallinn Summer School
Design of Serious Games
July 18-22, 2022

Monday, July 18

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

Tuesday, July 19

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 20

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 21

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 22

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