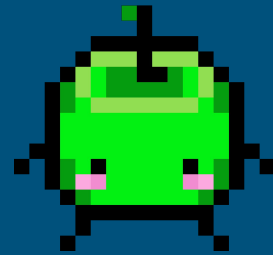# Welcome to Stem Through Games!

Agenda for today

- Introductions
- Program overview
- Planned workshop schedule
- Planned topics
- Equipment
- Reimbursement

Introducing the Instructors

Faculty Team:

- Dr. Dmitriy Babichenko
- Dr. Jacob Biehl
- Dr. Tinukwa Boulder
- Dr. Jessica Fitzpatrick
- Dr. Veena Vasuvedan

Student Team:

- Paige Branagan; Narrative and Art Design
- Griffin Hurt; Programming
- Ashley Ingenito; Programming
- Liam Weixel; Narrative Design

Introducing the Students

- What is your name?
- What are your preferred pronouns?
- How old are you?
- What are your hobbies?
- What are your plans after high school?
- What would you like to get out of the STEM through Games program?

Just as you are here to learn from us, we are here to learn from you! In this space, we will work together to fully create a game you are proud of by the end of this workshop.

What will we learn together?

- Explore the importance of storytelling in games
- Understand and apply the fundamentals of game development with Unity3D
- Apply the fundamentals of programming with C#

What will we learn together?

- Understand how generative AI works in the context of video games
- Explore how game designers can work with ChatGPT to craft game narratives
- Explore how game designers can work with Dall-E and Midjourney to create game art

What will we learn together?

- Explore how storytelling and programming work together in game design
- Discuss how elements of game development are highly dependent on certain concepts commonly associated with physics and mathematics
- Collaborate with your peers on a game design project

Workshop Schedule (Tentative)

- **Where**: 130 N. Bellefield Avenue, 5th floor
- **When**: Saturdays, 9:30 am - 4PM

  - November 11, 2023
  - November 18, 2023
  - December 9, 2023
  - December 16, 2023
  - January 13, 2024
  - January 27, 2024

  - February 3, 2024
  - February 17, 2024
  - March 2, 2024
  - March 23, 2024
  - April 6, 2024
  - April 13, 2024 (Demo Day)

Equipment

- Microsoft Surface laptop with Unity3D preinstalled
- Students will be able to keep the laptops if they complete all workshops in the series

Reimbursement

- $13/hour for time spent in workshops and in office hours
- Breakfast and lunch will be provided during each workshop session

Questions?