ARTLAB+ SUMMER INTENSIVE

GAME DESIGN

GENERAL DESCRIPTION:
Are you a teenager (13-19) who loves video games? Have you always dreamed about making your own? This is your chance to dive into the principles of 2D or 3D game design. Selected teens will meet on Wednesdays, July 9th- August 13th, from 5:00-7:00pm at ArtLab in the Hirshhorn Museum’s Sculpture Garden. Applications are project-based, and teens should indicate specific outcomes they would like to achieve during the six sessions of the Intensive. For a complete list of requirements and desired skill sets, see the full application.

Applications are due by May 30th; Mentors will review all submitted applications and respond by June 13th. Applications can be dropped off at the ArtLab or emailed to coltharpc@si.edu. If emailing, please use the subject line “Game Design Intensive Application”.

REQUIREMENTS:
In order to successfully complete the ARTLAB+ Summer Intensive Program teens need to:
- Have previous experience working with 2D or 3D game design software (Game Maker, Game Salad, Unity, Maya, 3DS Max, UDK, etc.);
- Have previous experience in animation, programming, asset management, asset production, or 3D modeling;
- Be familiar with basic game design vocabulary;
- Attend all six sessions.

APPLICATION:

GENERAL INFORMATION:

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<th>Name:</th>
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PROJECT DESCRIPTION:
(Describe the project you would like to work on during the ARTLAB+ Summer Intensive Program. Be sure
to list specific outcome and goals you want to achieve. Please be as specific as possible, general proposals will not be accepted.)

**SKILLS AND CERTIFICATIONS:**
(List the technical skill you have and any ARTLAB+ certifications.)

**DESCRIBE YOUR FAVORITE GAME EASTER EGG:**