



Computer Game Design

Level I & II

Summer Camp 2010

"I liked making and playing the computer games, because I never made one before and it was challenging"
Ryan, 10th grade.

Description: Join us for our Computer Game Design Summer Camp for elementary and middle school students. Students will learn the fundamentals of creating a computer game. They will learn the art and science of creating complex levels filled with obstacles, puzzles, and opponents. Students will also learn the basics of programming a "virtual robot" to follow various commands and perform specific tasks in our Level I camp. In Level II, students will build upon their game, making it even more complex and more visually appealing. Students will create "intelligent virtual robots", mind bending puzzles, and new game-play types. We will discuss advance programming techniques and artwork.

Grades 3 to 10 Students will form small teams based on age and ability levels.

Tuition: \$195 per week. Non-refundable; date changes are possible based on availability.

Registration: Registration is on a first come, first served basis. Please register early.

Dates:

Level I: June 7-11,	1:00-5:00 p.m.	Level II: June 14-18,	1:00-5:00 p.m.
Level I: June 28-July 2,	8:30-12:30 p.m.	Level II: July 5-9,	8:30-12:30 p.m.
Level I: July 19-23,	1:00-5:00 p.m.	Level II: July 26-30,	1:00-5:00 p.m.

Students may combine the half-day Computer Game Design Camp Levels I or II with another half-day camp for an all day camp. Please visit our website at www.allaroundmath.com/schedule/ for complete camp listings. The tuition for all day weekly camps is \$375 per week.

Before/After care 7:00-9:00 a.m. / 5:00-6:00 p.m. Additional fee.

Location: Grand Canyon College Preparatory Charter School, 7141 S. Willow Dr., Tempe, AZ 85283
Located off the 101 Freeway at McClintock and Elliot in Tempe.

Contact: All Around Math & Reading Learning Center at 480-833-7338.