

Something for Everyone

SUMMER AT CSI

Make Your First Video Game!

M–Th, July 8–July 11

Ages 7–10: 9:00am–noon • **Ages 11–14:** 1:00pm–4:00pm (CAMP MVG)

If you love playing video games, this is the camp for you! Make your first video game in this one-of-a-kind class that shows you the crucial keys to designing your first 2D game. Conceptualization, play experience, challenge levels, graphics and elements, music and sound, software, and simple coding are just some of the concepts that we'll explore as you learn how to really get into the game because you made it yourself! No prior experience is necessary, just a desire to have fun. Student-created games will be available on a password-protected Website to share with friends and family. Software and games are only compatible on PC computers, Mac versions can be created after the program for \$15 conversion fee.

LEGO Films and Stop Action!

M–Th, July 15–July 18

Ages 7–10: 9:00am–noon • **Ages 11–14:** 1:00pm–4:00pm (CAMP LF)

Make your LEGOs come to life! Bring in your favorite action figures or LEGOs and create a short film with your friends. Whether you want to recreate a scene from *Star Wars* or design a world of your own, this class brings your dreams to the screen. Students will need to bring in LEGOs or action figures from home, but all other equipment is provided. Student-created films will be available on a password-protected Website to share with friends and family.

Virtual Worlds and Future Cities

M–Th, July 22–July 25

Ages 7–10: 9:00am–noon • **Ages 11–14:** 1:00pm–4:00pm (CAMP VW)

Teleportation centers...flying cars...buildings that talk to you! What will the world look like in the year 2050? Design the next great metropolis that builds on the great architects and engineers of the past or create something completely from your imagination. Using design software, students will develop research and writing skills as they learn about scale, energy, and city planning to design a virtual city. Student designs will be posted on a special class Website showcasing the student worlds created.

Summer Camp for Ages 7–10 and 11–14.

Sessions run through July and August. Four sessions for \$150; registration fee \$25. For information, contact the Office of Continuing Education at 718.982.2182 or visit our Website at www.library.csi.cuny.edu/continue.

College of Staten Island | The City University of New York | 2800 Victory Boulevard, Staten Island, New York 10314

Video Game Animation

M–Th, July 29–August 1

Ages 7–10: 9:00am–noon • **Ages 11–14:** 1:00pm–4:00pm (CAMP VGA)

Take your game design to the next level by creating and animating your own character sprites, objects, and backgrounds. Start with a name, develop the character's personality, signature moves, special powers, and a story line. Finish with a fully animated character to be used in future games. Students do not need any prior experience in game design, animation, or sketching. Student-created animations will be available on a password-protected Website to share with friends and family. Software and games are only compatible on PC computers.

App Attack! Make Your First Game App

M–Th, August 5–August 8

Ages 7–10: 9:00am–noon • **Ages 11–14:** 1:00pm–4:00pm (CAMP APP)

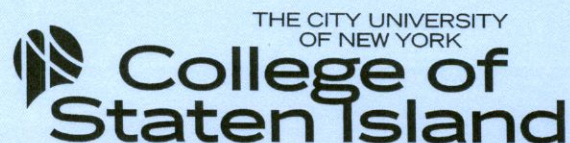
Explore the app universe and create your own mobile application or mobile game! Students will explore the world of phone-based and tablet applications. In addition to learning the basics of mobile app design and games, you will also see firsthand how the world of apps publishing functions. No prior experience is necessary and students do not need to own a smart phone or tablet to take the class.

Make Your First 3D Video Game!

M–Th, August 12–July 15

Ages 7–10: 9:00am–noon • **Ages 11–14:** 1:00pm–4:00pm (CAMP 3DVG)

By popular demand, we are now offering a 3D game design class. This experience allows you to develop a game concept that goes well beyond the limitations of the traditional classes. Students will learn the physics behind 3D game design and explore event scripting, level design, controlling flow of game play, and storytelling. Designed for young adults who have the desire to focus on game design in high school or college. Student-created games will be available on a password-protected Website to share with friends and family.



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