

Activity	Student Activity	Times	Volunteer Support	Volunteer Activity	Guidance/Materials/Support Needed	Space Requirements
Registration	Teams arrive, check in, turn in games and paperwork, receive instructions, passport and browse college lit while waiting for opening ceremony. Possible snacks available? Visit Pit Area and store team materials.	8:00AM - 8:30AM	Registration Desk Manager (1); Registration Desk Clerks (XX)	Welcome teams, file photo releases, hand off games to arcade manager and volunteers, hand out passports and name tags to team members, inform teams of college information available and location of opening ceremony	Passports, filing system, team packets	Programming Space in Building 2, Reserved
Opening Ceremony	Attend a quick, informational roadmap session. Get pumped for the day!	8:30AM - 8:40AM	Emcee and event organizers (other volunteers at their posts awaiting teams)	Emcee welcomes teams to ogpc 1.0, recognize students, coaches, guests and sponsors; provide an overview of the day and kick-off the event	Presentation Schedule (reminder of 'gracious professionalism', ethics code - this advice should also be posted strategically throughout the event space. A/V needed in Programming Space to accommodate the opening ppt.	Programming Space in Building 2, Reserved
Judging	Demonstrate game for two panels of judges. Q&A session with judges. Allow judges to play game? Receive initial feedback on game? PRESENTATIONS ARE 15 minutes with 5 minutes Q&A	8:45AM - 2:30PM (See detailed judging schedule)	Judges (3 panels of 3 - 4 judges); Room queers (3 - one for each judging room); Scorekeeper and assistant	Evaluate Teams based on scoring rubric. Calibrate scores. Room queers keep schedule moving forward and give judges results to scorekeeper who compiles team scores (judges scores, peer game reviews, peer presentation reviews, professional developer reviews)	Judging panel activity specifics (based on Rubric) Rubric (I suggest basing this partly on the categories of awards we intend on giving) Trophies, certificates.	3 rooms (one for each judging panel) and a scorekeeper's station - could be located in a separate room or in a room with judging panels)
Peer Presentations	Demonstrate game for a group of peers. Q&A session.	8:45AM - 2:30PM (See detailed peer presentation schedule)	Room queuer and moderator.	Keep room schedule running smoothly, collect surveys from attendees, pass surveys to scorekeeper and assistant.	Peer Review Survey (paper or survey monkey?) Scoring rubric to determine how important this piece is in a team's score (a team must complete a certain number of peer reviews to ensure full participation in the competition.	1 room - would be really helpful to have at least another room for this...
Professional Presentations	Students attend presentations delivered by professional game developers and evaluate their experience on a survey	8:45AM - 2:33PM	Professional Game Developers, Room queuer	Professional Game Developers present on the real world of computer science and the gaming industry - focus on educational background and other requirements, Queuer keeps the room on schedule and collects evaluations from students, passes these on to scorekeeper	Professional game developers (at least 3?) Survey (paper or Survey Monkey) Rubric to account for value assigned to a team's score for participating	1 room - would be really helpful to have at least another room for this...
Arcade	Students play other teams' games and complete an evaluation	8:45AM - 2:35PM	Arcade Manager, Arcade Tech Support	Manager ensures that students are following prescribed guidelines for arcade participation, tech support loads games at the beginning of the day and troubleshoots during the day	Rubric to determine how much each team is credited for their evaluations	2 rooms - specifically room 100 and 200 as these have the most advanced machines.
Lunch	Students and coaches enjoy food.	Staggered - see detailed schedules	All hands on deck - except scorekeeper and assistant (major catch up time for these folks - bring them lunch and be really nice to them)	Volunteers maintain order and enjoy time with students.	Budget issues. We can do box lunches for the kids, adults will have the option to purchase their own food from the mini-café open during this time.	Building 2 - arrange with catering.
Keynote Speaker	Students enjoy a grand finale presentation.	2:45PM - 3:15PM	All hands on deck - except scorekeeper and assistant (major catch up time for these folks - bring them beer and be really nice to them); Emcee and event organizers make final preparations for the Awards Ceremony.	Keynote speaker delivers amazing performance, Scorekeeper furiously tries to complete scoring. Emcee and event organizers make final prep for awards ceremony.	A/V in Programming space to accommodate the keynote ppt.	Programming Space in Building 2, Reserved
Guitar Hero/Battle of the Bands competition	Student teams are selected by lottery to perform for the group	3:15PM - 3:30ish	All hands on deck - except scorekeeper and assistant (major catch up time for these folks - bring them beer and be really nice to them); Emcee and event organizers make final preparations for the Awards Ceremony.	Cheer on teams, keep in touch with scorekeeper/judges to determine when awards presentations can begin.	A/V in Programming space, wii or other device	Programming Space in Building 2, Reserved
Awards Ceremony	Students are presented with awards. Cheers, applause.	3:45PMish - 4:30PM	All hands on deck	Emcee presents awards, thanks students, coaches, volunteers and sponsors.	A/V in Programming space to accommodate the awards ppt.	Programming Space in Building 2, Reserved
Clear-out/Clean Up	Students remove all items from pit area.	4:30PM - 4:45PM	All hands on deck	Tech Support wipes out games from arcade server. Other volunteers pick up left-over materials. Help teams 'move out'.	Common sense, sharp eyes, hand truck?	None.