

Draft Schedule for Game Programming Tournament on May 17, 2008

8:00-8:30	Teams check-in, submit game on CD-ROM and receive packets		
8:30-9:30	Teams make presentations to and answer questions from judges at scheduled times	Teams make presentations to open audience at scheduled times	“Technicians” install games on computers in “arcade” room
9:30-2:30	Judges compile awards		Teams try out other teams’ games in arcade-style computer room
2:30-3:30			
3:30-4:00	Awards Ceremony		

Outline for team presentations

- Research on annual theme/ challenge
- Design of their game
- Demonstration of game and circulation of design notebook
- Discussion of how the team divided up the work
- Ideas for improvement