

Draft Schedule for Game Programming Tournament on May 17, 2008
Draft, 3/20/08

8:00-8:30	Teams check-in, submit game on CD-ROM and thumb drive 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	Technical presentations by professional game designers	“Technicians” install games on computers in “arcade” room
9:30-2:30				Teams try out other teams’ games in arcade-style computer room
2:30-3:30	Judges compile awards	Keynote speakers, participation awards		
3:30-4:00	Awards Ceremony			