

ogpc 1.0 Volunteer Job Descriptions

Activity	Student Activity	Times	Volunteer Activity
Registration	Teams arrive, check in, turn in games and paperwork, receive instructions, passport and browse college lit while waiting for opening ceremony. Visit Pit Area and store team materials.	8:00AM - 8:30AM	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
Opening Ceremony	Attend a quick, informational roadmap session. Get pumped for the day!	8:30AM - 8:40AM	Emcee welcomes teams to ogpc 1.0, recognize students, coaches, guests and sponsors; provide an overview of the day and kick-off the event
Judging	Demonstrate game for two panels of judges. Q&A session with judges. More information available in judging guide for coaches.	8:45AM - 2:30PM	Evaluate Teams based on scoring rubric. Calibrate scores. Room queuers 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)
Peer Presentations	Demonstrate game for a group of peers. Q&A session with peers	8:45AM - 2:30PM	Keep room schedule running smoothly, collect surveys from attendees, pass surveys to scorekeeper and assistant.
Professional Presentations	Students attend presentations delivered by professional game developers and evaluate their experience on a survey	8:45AM - 2:30PM	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
Arcade	Students play other teams' games and complete an evaluation	8:45AM - 2:35PM	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
Lunch	Students and coaches enjoy food.	Staggered - see detailed schedules	Volunteers maintain order and enjoy time with students.
Keynote Speaker	Students enjoy a grand finale presentation.	2:45PM - 3:15PM	Keynote speaker delivers amazing performance, Scorekeeper furiously tries to complete scoring. Emcee and event organizers make final prep for awards ceremony.
Guitar Hero/Battle of the Bands competition	Student teams are selected by lottery to perform for the group	3:15PM - 3:30ish	Cheer on teams, keep in touch with scorekeeper/judges to determine when awards presentations can begin.
Awards Ceremony	Students are presented with awards. Cheers, applause.	3:45PMish - 4:30PM	Emcee presents awards, thanks students, coaches, volunteers and sponsors.
Clear-out/Clean Up	Students remove all items from pit area.	4:30PM - 4:45PM	Tech Support wipes out games from arcade server. Other volunteers pick up left-over materials. Help teams 'move out'.