Gaming & Programming
Summer 2015 camp
May 25-28, 2015

Workshop description
The workshop will be held in Cameron University. In this workshop the students will be introduced to Unity game engine and C# programming language. Unity is a game engine that is used for developing video games for web plugins, desktop platforms, consoles and mobile devices, and is utilized by over one million developers. By the end of this workshop the students will learn how to make their first game. The workshop will last four days. Three hours each day 9am - 12 pm.

Who can attend?
15 students from 11 and 12 grade will attend this workshop. Two types of students are allowed to attend this workshop
1) The students who are familiar with algorithm and flowchart- ideally familiar with a programming language;
2) The students who have some knowledge about how to work with any game-making software.

Registration: (To sign up fill the form and email it before 05/07/2015 to: mgomez@cameron.edu and jdrissi@cameron.edu, to get more information call: Maribel Gomez (580) 581-2335)

Student Name: …………………………………………… Parent Name: …………………………………………………………………………………
Address: ………………………………………………………………………………………………………………………………………………………………………
(Street) (City) (State) (Zip)
E-mail: …………………. Home Phone: ………………..Parent’s Work Phone: ………………….Cell Phone: …………………
School Student Currently Attends: ………………………………………………………………………………………………………………………………………