

FIVE DAYS OF DIGITAL ENTERTAINMENT EXPERIENTIAL LEARNING



SCIENCE. TECHNOLOGY. ENGINEERING. ARTS. MATH.





Designed to inspire and educate students about careers in the STEAM industries. Throughout the 10 day experiential learning program students gain competencies in 21st century workforce skills and awareness of STEAM career opportunities for today and in the future. We strive to balance the ratio of diverse students attending the program. We create an environment that teaches students the value and importance of diversity in working in teams to innovate for our future.

Students ages 13-18

- Lifelong Learning
- **Problem Solving**
- Media and Technology Skills •
- Teamwork

- Collaboration on and offline
- Self-Management
- Information Management
- Life and Career skills

July 6—17, 2015

Learn more and register by visiting:

Student Registration and Scholarship(Free Lunch Students Only)

buildingsteam.we-connect-the-dots.org/CreatingSTEAM

Fundraise to Attend

buildingsteam.we-connect-the-dots.org/creatingSTEAMFTA

WE CONNECT THE DOTS

SCIENCE, TECHNOLOGY, ENGINEERING, ARTS, MATH.

FIVE DAYS OF DIGITAL ENTERTAINMENT EXPERIENTIAL LEARNING



IMAGINATION. DEVELOPMENT. ENGINEERING. APPLICATIONS. SUCCESS.





Designed to inspire and educate students about careers in the gaming industry. This five-day conference, hosted in partnership with We Connect the Dots, will give students the chance to obtain hands-on experience in developing cross-platform games and learn about the gaming industry from experts in and around our community.

Students ages 13-18

- Cross-Platform Game Development
- Teamwork and Collaboration
- Unity 3D Game Engine
- Graphics and Animation
- Self-Management
- Substance
- Game Audio
- Information Management
- Mixamo

- Game Design
- Life and Career skills
- Visual Studio

July 27-31, 2015

Learn more and register by visiting:

Student Registration

Scholarship(Free Lunch Students Only)

Fundraise to Attend

 $building steam. we-connect-the-dots.org/creating IDEAS \quad building steam. \\$