

Draft Program

**International Summer School
on Designing Serious Games 2024**

Date 19 - 27 August 2024
Place Lucerne School of of Computer Science and Information Technology, Suurstoffi 1, 6343 Rotkreuz (on campus)
Room on campus 9th floor

	Monday 19 August 2024	Tuesday 20 August 2024	Wednesday 21 August 2024	Thursday 22 August 2024	Friday 23 August 2024	Saturday 24 August 2024	Sunday 25 August 2024
09.00 - 17.00 (Swiss time) Individual breaks will be defined	(80') Introduction to Serious / Applied Game Design Reto Spoerri HSLU	(160') Provocative Approaches to Serious Game Design and Analysis Dr. Sandy Louchart The Glasgow School of Arts	Narrative Applied Games for People with Intellectual Disabilities Ariana Huwiler HSLU	Escape Games for Museums Michèle Müller and Céline Neubig Enigma Games (https://enigma-games.ch/)	Running a Serious Game Company Ralf Mauerhofer Koboldgames (https://koboldgames.ch/)	possibly social event	free / individual time
	(160') Introduction Triadic Game Design	Group work exercise Game Analytics of Serious Games Dr. Sandy Louchart The Glasgow School of Arts / Game Day Playing and evaluating existing serious games from research and industry	Group work exercise Narrative Game Exercise, Game Prototypes in Narrative "Programming" (Twine, Inky)	Group work exercise Escape Room Quiz	Project work		
Evening / Social Program			will be announced later		will be announced later		

	Monday 26 August 2024	Tuesday 27 August 2024
09.00 - 17.00 (Swiss time) Individual breaks will be defined	Project work	Project work
	Project work	Presentation
Evening / Social Program		Closing apero (approx. 5 - 7pm)