

GAME JAM SCHEDULE

TIME	FRIDAY, SEPT 25	SATURDAY, SEPT 26	SUNDAY, SEPT 27		
9:00 AM		Morning Kick-off * Registration, assign teams * Intro to version control, Jira, Unity merge	Game Jam		
9:30 AM		Game Jam			
10:00 AM					
10:30 AM					
11:00 AM					
11:30 AM					
12:00 PM				Industry Speaker & Pizza Lunch Lee Vermeulen	Industry Speaker & Pizza Lunch <i>To be announced..</i>
12:30 PM				Game Jam	
1:00 PM					
1:30 PM					
2:00 PM					
2:30 PM					
3:00 PM					
3:30 PM					
4:00 PM	Registration <i>Location: Neatby-Timlin Theatre, Arts Building 241, U of S</i>	Game Play & Judging <i>Note: Game Submission Deadline 5:00pm</i>			
4:30 PM					
5:00 PM			Break		
5:30 PM	Tutorials Three workshops offered concurrently: 1) Intro to Processing 2) Intro to Unity 3) Advanced Unity <i>Location: Spinks 3rd floor</i>	Game Jam	Closing Remarks * Winners Announced <i>Location: Neatby-Timlin Theatre, Arts Building 241, U of S</i>		
6:00 PM					
6:30 PM					
7:00 PM	Game Jam Kick-off * Keynote Presentation. <i>To be announced..</i> * Theme Announcement <i>Location: Neatby-Timlin Theatre, Arts Building 241, U of S</i>			Keynote Presentation <i>To be announced..</i>	
7:30 PM					
8:00 PM					
8:30 PM	* Declare and assign teams			Game Jam	Noodlecake Studio After Party <i>Location: Drift Cafe</i>
9:00 PM					
9:30 PM					
10:00 PM					
10:30 PM					
11:00 PM	Game Jam				