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Summer camp teaches video games creation

Sure, kids play video games, but how many actually have the skills to tap into the billion-dollar video game industry? This summer, Juneau students will have the opportunity to learn how to create their own games in a two-week summer workshop.

The workshop is sponsored by the Juneau School District and Springboard, a Department of Defense funded program operated by the Juneau Economic Development Council.

The workshop will take place at the University of Alaska Southeast, from June 16-27. In this fun two-week program, students in 8th-12th grade will be introduced to the basic elements of video game production.

Students will learn the fundamentals of C/C++ programming, computer hardware theory and the essential elements that go into making a video game, including animation, sound, collision and artificial intelligence.

The two-week workshop costs \$500 and includes a one-year registration to the game-writing software created by Digipen.

"Gaming is an ideal hook for students. Many students unmotivated by traditional curriculum can really shine in a camp like this. Plus, in today's flat world, these skills prepare students for careers they can pursue anywhere." says Rebecca Parks, STEM Education Specialist for the Juneau Economic Development Council.

For more information contact Rebecca at 523-2334 or rparks@jedc.org or visit <http://www.jedc.org>.

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