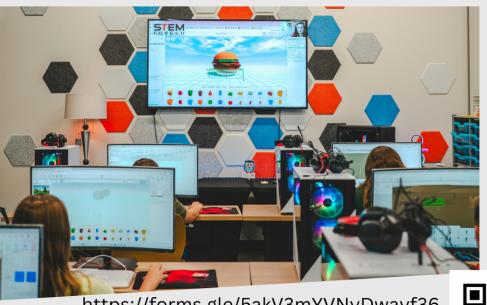**STEM**FORGED
GAME-BASED LEARNING

GAME DESIGN

JARRELL LIBRARY GAME DESIGN CAMP

Game Design students gain hands-on skills in 3D modeling, animation, and coding. Empowering students to shift from game players to game makers, enabling both students and teachers to craft compelling gaming experiences with user-friendly design software with Blocksmith.

PROGRAM
DETAILS

- ◆ June 3rd - June 7th
- ◆ Time: 3:00p-5:30p
- ◆ Professional Remote Instructor
- ◆ Skill Development
- ◆ Creator Focused

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