

## News Release

# Second Annual Game Design Camp Hosted by the University of Minnesota Crookston

By David DeMuth, Elizabeth Tollefson, Kathryn Webster on Thursday, June 14, 2007

CROOKSTON, Minn. (June 14, 2007) –Math and physics will take center stage when high school students have the opportunity to attend the second annual Game Design Camp at the University of Minnesota Crookston (UMC) from June 24-30, 2007.

Students will have an opportunity to develop computer simulations of the natural world, explore the fundamentals of how computer games work and program simple games of their own. The Game Design Camp will also feature hands-on training of commercial game editors and overall game design.

Students will live in one of the residential halls at UMC, a campus which has an impressive heritage of technical innovation and was the first laptop campus in the nation. All Game Design Camp activities are designed to be fun as well as educational, providing each participant with additional knowledge of math, physics and computer programming. The weeklong camp will kick off Sunday, June 24 with a special session on the history of gaming and features some of the earliest games on the market.

Other topics include the simulation of motion and structures and capturing motion as well as level and game design. All of the classes are designed to help build a better understanding of a technical world which feeds heavily off the simulation of real life. Participants will be encouraged to experience the various kinds of hardware interfaces as well.

The fee for this camp is \$495 which is due at the time of registration. This fee includes all meals, activities, laptop rental and room and board. Only a limited number of spaces are available so students are encouraged to register right away.

For more information, contact David DeMuth, Jr., Ph.D. at 218-281-8259 ([demuth@umn.edu](mailto:demuth@umn.edu))

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