



World Game Maker



Day 1 – Sunday

Marionette

Marionettes have long entertained audiences. In this program, learn about their history and how they were developed. Participants will be encouraged to brainstorm and create their own Marionette.

Orientation Live session 10:30 AM

Day 2 – Monday

Video Game 1

Support Live session 9:00 – 10:00 AM

On the first of this three day activity, learn the basics of using the Unity Editor game development program and build your world in 3D design..

Live session at 11:30 am – 12:30 pm

Day 3 – Tuesday

Video Game 2

On Day Two, experience the main gameplay components and include them in your design. Change the function and include your game's obstacles and puzzles and see how challenging can you make it!

Live session at 11:30 am – 12:30 pm



Day 4 – Wednesday

Video Game 3

On the final day of this fun-filled activity, find out how the Unit Asset Store is used to upload your resources for self-learning, and finally learn how to publish and upload your video game!

Live session at 11:30 am – 12:30 pm

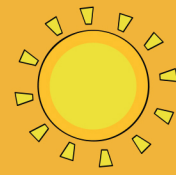
Day 5 – Thursday

Board Games

Kids are introduced to fun games like chess and are encouraged to create their own rules and details. Plan, design, and set the rules and invite your family to play your new board game!

Live session at 4:45 – 5:30 PM





Day 6 – Sunday

Paper Dolls

Support Live session 11:00 AM - 12:00 PM

Unleash your imagination by listening to a podcast story, to design and create your own unique paper dolls.

Day 7 – Monday

Card Games

Get familiar with different card games and have fun creating your own rules, designs, and plans for each one

Day 8 – Tuesday

Obstacle Track

Get ready for an adventure by building an entire obstacle track from start to finish! This fun and challenging experience allows kids to challenge themselves in an exciting and creative way.



Day 9 – Wednesday

Puzzle Game

Get introduced to puzzle games and how to create one. Get ready to brainstorm ideas, create your own game, and have fun testing it!

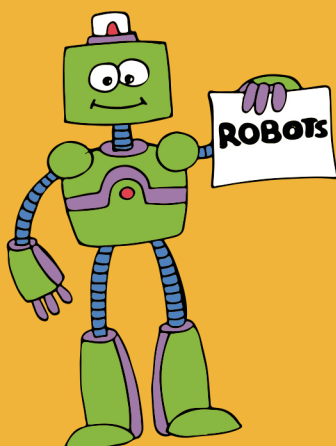
Live stream session at 4:45 - 5:30 PM

Day 10 – Thursday

Target Game

Learn about the history of target games and how they were played in the past. In this program, you will get to create your own game and have fun testing it.

Week 2# Challenge – Saturday



Have you enjoyed what we have learned so far? Well there is more! Make sure to participate in this week's challenge! We are planning to choose 10 candidates and display their work on Ithra's livestream show. Invite your family and friends to support you by voting... who knows, you may be one of the winners!

Live stream session at 4:30 pm to 5:00 pm

