



VIRTUAL REALITY: DESIGNING GAMES FOR VIRTUAL REALITY



PROGRAM OVERVIEW

In this workshop, participants will learn to design immersive games for virtual reality, exploring the unique mechanics and experiences that VR technology offers, enhancing their understanding of game design principles.

PROGRAM HIGHLIGHTS

- Hands-on experience with VR development tools and techniques
- Exploration of immersive storytelling, spatial design, and user interaction in VR environments
- Collaboration with peers and guidance from experienced instructors passionate about VR and game design

PROGRAM DETAILS

- **Duration:** 8 weeks
- **Schedule:** 2 Days a week, 2.5 hours per day
- **Age Group:** 12-16
- **Prerequisites:** Basic computer skills; familiarity with game design concepts is beneficial but not required
- **Location:** eCode Learning Center
- **Format:** Each session lasts 1.5 hours, featuring instruction, VR demonstrations, and project-based learning

PROGRAM OBJECTIVES

- Introduce participants to the unique challenges and opportunities of designing games for virtual reality
- Develop proficiency in using VR development tools and creating immersive experiences
- Foster creativity, critical thinking, and problem-solving skills through hands-on VR projects
- Empower participants to design and prototype their own VR games, sparking a passion for VR technology and game design.