

**Digital Media Academy**  
**Game Programming with Python - Beginning**  
**Course Outline**

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:30 AM	Organized off campus activities (for youth)	Breakfast for overnights (7:30-8:30 AM)						Organized off campus activities (for youth)
8:00 AM		Commuter Registration	Classroom Open					
8:30 AM			Review & Questions	Review & Questions	Review & Questions	Review & Questions	Review & Questions	
9:00am		INTRODUCTION Game programming overview	SPRITES Objects with images	LOOPS Doing things more than once	FUNCTIONS Part I Organizing your code	FINAL PROJECT Program player		
9:30am								
10:15am		Break						
10:30am		TYPES & EXPRESSIONS Calculating new values	INPUT Reading the mouse and keyboard	LISTS Groups of objects	FUNCTIONS Part II More organizing	FINAL PROJECT Program falling debris		
11:00am								
11:30am								
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH		
1:00pm								
1:30pm		VARIABLES Working with computer memory	CONDITONS Making decisions		DESIGN Planning your Final Project	FINAL PROJECT Program sound effects, music and scoring		
2:00pm				ANIMATION Sprites with multiple images				
2:30pm								
3:00pm	Break							
3:15pm	Registration and check-in for overnights	OBJECTS Objects, attributes and methods	COLLISIONS When sprites overlap	AUDIO Sound and music	ASSETS Finding the right graphics and sound	Show and Celebration		
4:00pm								
4:30pm								
5:00pm	Dinner for overnights	Home for the day or back to the dorm						
5:30pm		Dinner for overnights						
6:00pm	Orientation							
6:30pm	Organized on campus activities (for youth)	Classrooms open for project work/optional athletic activities				Dinner and a movie for those staying Friday night		
7:00pm								
7:30pm								
8:00pm								
8:30pm								
9:00pm								
9:30pm								