

SUMMER SCHOOL eMapps.com NIDA LITHUANIA APRIL 20-26TH 2006

THURSDAY 20	TIMMING	FRIDAY 21	SATURDAY 22	SUNDAY 23	MONDAY 24	TUESDAY 25	WEDNESDAY 26			
	Breakfast 08:00 - 09:00	at hotel venues		at hotel venues		at hotel venues		at hotel venues		
Partners arrive along the day	09:30 - 11:30 Workshop	Workshop detail 1. Teachers Project Introduction 2.Help Desk 3.Games description, Lara Croft, Harry Potter, Age of Empires, Civilization IV and others.	Expected results 1. Teachers understand what the project is about. 2.Help desk INFO 3. Understanding Games components based on Play Station, Nintendo and PC	Workshop detail 1. RECAP Q&A session 2 .Ambar Room Game	Expected results What was missing from previous day. Clues for playing the game	Workshop detail PLAYING THE AMBER ROOM GAME CONTINUES Playing the game	Expected results 1. GAME RESULTS EVALUATION 2. Winner gets prize	Expected results Each group present their results, 20 minutes each. The Jury select winner	Workshop detail PLANNING NATIONAL GAMES working on your game	
		11:30 - 12:00 Coffee-Break		11:30 - 12:00 Coffee-Break		11:30 - 12:00 Coffee-Break		11:30 - 12:00 Coffee-Break		
	12:00 - 13:30 Workshop	Games description part II	Understanding games components	AMBER ROOM GAME	Playing the Game	PLAYING THE AMBER ROOM GAME CONTINUES	Playing the game	PLANNING NATIONAL GAMES	1. Ambar game structure. 2.Planning your game.	PLANNING NATIONAL GAMES working on your game
		14:00 - 15:30 Lunch		14:00 - 15:30 Lunch		14:00 - 15:30 Lunch		14:00 - 15:30 Lunch		
Reception hotel destination Dinner on your own	16:00 - 18:00 Workshop	1.eMapps.com Platform concept 2.Playing with Emapps.com platform 3.Playing games	Understand the platform concept, components and how they work.	AMBER ROOM GAME	Playing the game	PLAYING THE AMBER ROOM GAME CONTINUES	Playing the game	PLANNING NATIONAL GAMES	working on your game	
		19:30 welcome party		19:30 dinner		19:30 dinner		19:30 dinner		
		19:30 Closing party								

partners departure