Bachelor's Computer Game Design Review

Monday, September 9th and Tuesday, September 10th
Faculty Contact: Erik Pederson erik.pederson@dsu.edu
Location: Heston Hall and The Beacom Institute of Technology
Parking: Please use any of the spaces marked as visitor. We will have a parking pass available for you.
 Google Maps Link
Hotel Reservation: The Best Western Madison.
456 SE 12th St. Madison, SD 57042

Reviewer Agenda for 9 September 2024

8:00 AM Arrival to DSU

8:00 AM-9:00 AM: Observe Game Project Course, Beacom Institute of Technology Rooms 131 and 135.

9:00 AM – 10:00 AM: Student Interviews, Beacom Institute of Technology, Room 135.

10:00 AM – 11:00 AM: Game Development Facilities Tour

11:00 AM – 12:30 PM: Lunch with Erik and Peter

12:30 PM – 2:00 PM Faculty Breakout, Program Overview with Game Development Faculty.

2:00 PM – 3:00 PM: Observe Game Tools Class, Beacom Institute of Technology, Room 135.

3:00 PM – 4:00 PM: Dr. Rebecca Hoey, Dr. Mary Bell, and Dr. Stacey Berry, Beacom Institute of Technology, Room 202.

4:00 PM – 5:00 PM: Summary Time, Beacom Institute of Technology, Room 202.

Reviewer Agenda for 10 September 2024

9:00 AM – 11:00 AM: Overflow Summary, The Beacom Institute of Technology, Room 235

11:00 AM- 12:30 PM: Lunch with Dr. Mary Bell and Dr. Tom Halverson at the Trojan Center. Passes will be provided. (Erik and Peter are optional)

12:30 PM- 1:00 PM: Exit interview Prep, The Beacom Institute of Technology, Room 235

1:00 PM – 2:00 PM: Exit Interview with: Dr. Rebecca Hoey, Dr. Mary Bell, Dr. Erik Pederson, Dr. Peter Britton. The Beacom Institute of Technology, Room 235.

2:00 PM: Game Design Review Complete