

DAILY SCHEDULE

Code your own 3D games with Roblox

*The day of the excursion may be subject to change.

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

CHECK IN
8:30 - 9:00

Participants arrival and check-in @ the H-FARM Welcome Center

MORNING

9:00 - 12:30

with morning snack
during the break

3D DESIGN - 1

Create and model 3D objects and navigate in 3D environments using Roblox Studio.

3D DESIGN - 2

How to create materials and textures to add visual effects to the 3D modeled objects.

*EXCURSION TO THE MONTELLO

A full day dedicated to nature discovery and adrenaline, including walks and workshops in the woods and fun at the adventure park.

CODING - 3

Fundamentals of Lua text-based programming (variables and functions) using Roblox Studio.

CODING - 4

How to code the movement of 3D objects using the Lua programming language.

PARKOUR GAME - 3

Code the interactions between the character and the objects in the 3D environment.

ADVENTURE GAME - 1

Design the avatar that is the protagonist of the video game and build the storyboard.

ADVENTURE GAME - 4

The modeling and coding activity continues until the final video game presentation.

PERSONAL PROJECT - 1

In group, the goal is to design a video game level and all the environmental elements.

LUNCH

12:30 - 13:30

Free outdoor play/ board games.

Free outdoor play/ board games

AFTERNOON

13:30 - 16:30

CODING - 1

Develop computational thinking skill and test some visual programming languages.

CODING - 2

Fundamentals of Lua text-based programming (conditions and loops) using Roblox Studio.

PARKOUR GAME - 1

Design a 3D video game: a complex track with obstacles, ramps, and turns.

PARKOUR GAME - 2

Model the 3D track adding custom materials and textures to the 3D elements designed.

ADVENTURE GAME - 2

Model the 3D avatar, its equipment items, and the environment of the video game designed.

ADVENTURE GAME - 3

Code the interactions between the character and the objects in the 3D environment.

PERSONAL PROJECT - 2

Modellazione del livello del gioco e gestione di materiali, texture e interazioni.

PERSONAL PROJECT - 3

The game design activity continues by improving the projects until the final presentation.

SNACK AND
CHECK OUT
16:30 - 17:30

Free time and play time in the H-FARM Campus sport facilities.
Participants departure @ the H-FARM Welcome Center