

	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 Model a 3D car object and design a track with obstacles, ramps, and turns for it to drive on.	<p>*EXCURSION TO THE MONTELLO</p> <p>A full day dedicated to nature discovery and adrenaline, including walks and workshops in the woods and fun at the adventure park.</p>	DESERT ISLANDS - 1 In pairs, design and build a 3D virtual environment starting from a sphere model.	ROBLOX AVATAR - 1 How to design an avatar and an equipment item such as a sceptre, a wand, or a sword.	CODING - 2 Plan and code the character's behavior when the game is over.
	3D DESIGN - 2 How to navigate in a 3D virtual environment: moving, rotating, and scaling 3D objects.		DESERT ISLANDS - 2 The activity continues with improvements and details until the final project presentation.	ROBLOX AVATAR - 2 Create and build the 3D model of the equipment item and add it to the personal avatar.	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	3D MODELLING - 1 Model 3D objects like platforms and tunnels starting from the basic cylinder shape.		NEON SIGNS - 1 Model different 3D neon signs and implement custom textures and materials.	GAME LEVEL DESIGN Analysis of a 3D game and its components. How to break it down into simple and manageable parts.	PERSONAL PROJECT - 2 Model the 3D video game level and implement materials, textures, and code interactions.
	3D MODELLING - 2 Design and model 3D food-related elements and add details to make them real.		NEON SIGNS - 2 The modeling activity of the neon signs continues by adding details for the final presentation.	CODING - 1 Write text-based codes to manage interactions between the character and the 3D environment.	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				