

# OVERNIGHT SCHEDULE

## Code your own 3D games with Roblox

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

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>WAKE-UP AND BREAKFAST</b> 7:00 - 8:30		A rich and balanced breakfast to start the day with a boost of energy.				
<b>MORNING</b> 9:00 - 12:30 <i>with snack break</i>		<b>3D DESIGN - 1</b> Create and model 3D objects and navigate in 3D environments using Roblox Studio.	<b>*EXCURSION TO THE MONTELLO</b>  A full day dedicated to nature discovery and adrenaline, with walks and workshops in the woods and fun at the adventure park.	<b>CODING - 3</b> Fundamentals of Lua text-based programming (variables and functions) using Roblox Studio.	<b>PARKOUR GAME - 3</b> Code the interactions between the character and the objects in the 3D environment.	<b>ADVENTURE GAME - 4</b> The modeling and coding activity continues until the final video game presentation.
<b>LUNCH</b> 12:30 - 13:30		<b>3D DESIGN - 2</b> How to create materials and textures to add visual effects to the 3D modeled objects.		<b>CODING - 4</b> How to code the movement of 3D objects using the Lua programming language.	<b>ADVENTURE GAME - 1</b> Design the avatar that is the protagonist of the video game and build the storyboard.	<b>PERSONAL PROJECT - 1</b> In group, the goal is to design a video game level and all the environmental elements.
<b>AFTERNOON</b> 13:30 - 16:30	<b>CHECK IN</b> 16:00	Free outdoor play/ board games		Free outdoor play/ board games		
Participants arrival on the H-FARM Campus  Presentation of the Summer Academy experience to participants and their families at the Big Hall.  Accommodation of the participants in the assigned rooms.		<b>CODING - 1</b> Develop computational thinking skill and test some visual programming languages.		<b>PARKOUR GAME - 1</b> Design a 3D video game: a complex track with obstacles, ramps, and turns.	<b>ADVENTURE GAME - 2</b> Model the 3D avatar, its equipment items, and the environment of the video game designed.	<b>PERSONAL PROJECT - 2</b> Model the 3D video game level and implement materials, textures, and code interactions.
		<b>CODING - 2</b> Fundamentals of Lua text-based programming (conditions and loops) using Roblox Studio.		<b>PARKOUR GAME - 2</b> Model the 3D track adding custom materials and textures to the 3D elements designed.	<b>ADVENTURE GAME - 3</b> Code the interactions between the character and the objects in the 3D environment.	<b>PERSONAL PROJECT - 3</b> The game design activity continues by improving the projects until the final presentation.
<b>SNACK &amp; ACTIVITIES</b> 16:30 - 18:30		<b>SPORT</b> Sports sessions to promote teamwork and interpersonal relationships.	<b>RELAX</b> Relaxing and recreational activities to recover after the daily excursion.	<b>PRE TALENT SHOW</b> Preparation and rehearsal for the Summer Academy Talent Show exhibitions.	<b>SPORT</b> Sports sessions to promote teamwork and interpersonal relationships.	<b>CHECK OUT</b> 18:30
<b>FREE TIME</b> 18:30 - 19:30		Free time to relax, take a shower and get ready for the evening activities				
<b>DINNER</b> 19:30 - 20:30		Diversified menu offering international and Italian food options				
<b>EVENING ACTIVITIES</b> 20:30 - 22:00	<b>ICE-BREAKER</b> Ice breaking activities to socialize and share the Campus rules to enjoy an unforgettable week!	<b>ACROBATICS &amp; JUGGLING</b> Magic, art and colors: enjoy a unique and enchanting show on Campus.	<b>IN-CAMPUS ACTIVITIES</b> Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	<b>TALENT SHOW</b> Discover the talents and artistic skills of the participants with a unique talent show!	<b>SUMMER RANDOM PARTY</b> A final party like no other. Random outfits and wild dancing.	
<b>LIGHTS OUT</b> 22:00	The H-FARM Summer Academy team will be present on each floor of the boarding house with continuous surveillance and support					