

EXPANDING HORIZONS 2017



Tech UC for Middle and High School Youth: EXPLORE VIDEO GAME DESIGN AND GEOGRAPHIC INFORMATION SYSTEMS (GIS)

July 24-August 4 at UCR Extension • 9 a.m. - 3:30 p.m.

For two weeks this summer, students will receive an introduction to the creative and programming processes of designing art and content for video games as well as learn about mapping software that interprets data, patterns and trends of a Geographic Information System (GIS).

Do you enjoy playing video games or have your own ideas for a game, scene or character? Ever think about how video games are made? To build a video game scene, character, or game-ready art asset, you must first learn how to use Autodesk Maya, Adobe Photoshop, and the Unity Game Engine. Through hands-on lab experiences with modeling, texturing, and the animation process, students will take their love of playing games to the next level.

Have you ever played a game that uses geolocation, or researched when the International Space Station will be orbiting over your house, or tracked wildlife such as whales and other sea life? If yes, you've been using GIS! GIS works seamlessly with data and is used to solve problems and answer questions. Visit the UCR Map Collection, explore popular GIS software, make a 'storymap', and discover how GPS, drones (UAVs) and other technology are making GIS even more dynamic.



Visit our website for requirements and to apply. Program includes daily instruction in the UCR Extension computer lab, guest presentations by UCR faculty and community experts, and UCR campus tours.

PROGRAM INFORMATION

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