

# INTERNATIONAL WORKSHOP PROGRAM / WEEK 6th-10th May 2019, Florence, Italy

Monday 6 May		Tuesday 7 May		Wednesday 8 May		Thursday 9 May		Friday 10 May	
DESIGN CAMPUS - Calenzano (Classroom 3)		S.TERESA - FLORENCE (Aule Seminari)		S.TERESA - FLORENCE (Aule Seminari)		S.TERESA - FLORENCE (Aule Seminari)		S.TERESA - FLORENCE	
8.30 9.30	Florence - Calenzano Transfer								
9.30 10.45	START WS	LECTURE		LECTURE		LECTURE		CONFERENCE	
	UNIFI Welcome Speech ITU Presentation Pudcad Project Ozge Cordan, PUDCAD project Coordinator UNIFI Presentation Unifi/LED Francesca Tosi BAU/UNIFI Program and Schedule	BAU Storytelling in Games, Barbaros Bostan BAU Level Design in Games, Çetin Tüker & Ege Kumralı POLIMI Game Scenarios Michela Rossi		BAU Fundamentals of Game Design Güven Çatak BAU Game Mechanics Bertuğ Benim		ITU How UX enhances the design students' learning experience Elif Oksuz BAU New Techs in Game Design Kutsal Mustafaoglu & Ecehan Akan		E3_Universal Design Practice Conference III Design and Ergonomics DESIGN FOR INCLUSIVE LEARNING EXPERIENCE	
10.45 11.00	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	First session   DESIGN FOR INCLUSION	
11.00 13.00	WK SESSION	LECTURE	LECTURE	LECTURE	LECTURE	WK SESSION	WK SESSION	Second session   GAME AND GAMIFICATION EXPERIENCE	
	Icebreaker Game	BAU Game Jam 101		BAU Fast Prototyping	10.30 TPM /1		Combo Jam		
	LECTURE	WK SESSION	WK SESSION	System Design Jam		System Design Jam			
	BAU Games for Change UNIFI Universal Design Principles								
13.00 14.00	LUNCH TIME	LUNCH TIME	LUNCH TIME	LUNCH TIME	LUNCH TIME	LUNCH TIME	LUNCH TIME	12.30	WORKSHOP RESULTS Presentation
14.00 15.00	LECTURE	LECTURE	WK SESSION	WK SESSION	WK SESSION	WK SESSION	Combo Jam	13.30	LUNCH TIME
	BAU PUDCAD Game Design Process (Çetin Tüker, Güven Çatak)	GUEST - ATISB "Alice's House": A Residence Designed for the Autonomy of People with Disabilities		System Design Jam					E3_Universal Design Practice Conference III Design and Ergonomics DESIGN FOR INCLUSIVE LEARNING EXPERIENCE
15.00 15.10	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	15.00 TPM /2	Third session   DESIGN FOR LEARNING
15.15 16.30	WK SESSION	WK SESSION	WK SESSION	WK SESSION	WK SESSION	WK SESSION	Combo Jam		
	Forming Groups for the Jam	Story Design Jam	System Design Jam	System Design Jam					
16.30 19.30		WK SESSION	WK SESSION	Story Design Jam ending with Presentations & Discussion	System Design Jam ending with Presentations & Discussion		Preparations for the Conference		

Practicing Universal Design Principles in Design Education through a CAD-Based Game

**PudCad**