

GAME DESIGN STARTUP HACKATHON



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Mykolas Romeris University, Ateities str.
20, Vilnius (II-233 room)

9:00 – 9:05

Opening of “Game Design Startup Hackathon”; Opening Speech by Head of Joint Study Programmes “Game Development and Digital Animation” and “Digital Media Design” prof. dr. Tadas Limba and Head of Department of Communication prof. dr. Marius Kalinauskas.

9:05 – 9:10

Representation of Dongseo University Team members – professors and students participating in “Game Design Startup Hackathon”.

9:10 – 9:20

Explanation of Team Building Principles and Rules (3 options) for “Game Design Startup Hackathon”:

- Real Prototypes of Game (or Animation) Startup;
- Projects of Game (or Animation) Startup;
- Ideas or Concepts of Game (or Animation) Startup.

9:20 – 12:00

1st part of Sessions for Game Startup – Development of Prototypes, Projects or Ideas and Concepts of Game Startup.

10:50 – 11:00

Coffee break.

12:00 – 12:45

Lunch time.

12:00 – 15:00

2nd part of Sessions for Game Startup – Development of Prototypes, Projects or Ideas and Concepts of Game Startup.

15:00 – 15:30

Awards to Winners (1st place, 2nd place, 3rd place) and Closing of Game Design Startup Hackathon.