

**SUMMER 2009  
ASU GAME DEVELOPMENT ACADEMY FOR HIGH SCHOOL STUDENTS  
REGISTRATION FORM**

**School Name:** \_\_\_\_\_

**Student Name:** \_\_\_\_\_ **Student T-Shirt Size:** \_\_\_\_\_

**Contact Name:** \_\_\_\_\_

**Contact Phone Number:** \_\_\_\_\_

**Mailing Address:** \_\_\_\_\_

**Contact Email:** \_\_\_\_\_

**Attendees will:**

- Work with Dr. Tim Roden, Chairman of the ASU Computer Science Department
- Develop games using C++ programming language
- See presentations on the gaming industry
- Learn about career paths in the gaming industry
- Learn the basics of 3D modeling/painting/animation using Lightwave and BodyPaint 3D
- Participate in a networked game tournament
- Receive a copy of Game Development Essentials, 2<sup>nd</sup> Edition and a T-Shirt
- Camp limit: 20 students
- Date and time: June 22<sup>nd</sup> through June 24<sup>th</sup>, 8:00 a.m. - 3:30 p.m.
- Location:  
Entertainment Computer Laboratory (MCS 105)  
Angelo State University  
San Angelo, Texas
- Cost: \$100 per student (make checks payable to Angelo State University)
- Lunch will be provided

**Registration and Contact Information:**

**Email:** [tim.roden@angelo.edu](mailto:tim.roden@angelo.edu)

**Mailing Address:** Angelo State University  
Department of Computer Science  
Attention: Game Academy  
ASU Station #10909  
San Angelo, TX 76909-0909

**Phone:** 325-942-2101