

Take your game design skills to the next level.

- * Construct 2 game engine
- * Introduction to ActionScript 3.0 programming language
- * Projects include: Star Defense, Demolition Derby, puzzle games, and a side scrolling platform game

Students should complete the Beginning Game Design Summer Camp or have equivalent knowledge as a prerequisite for this course. Strongly recommended (not required) for students in grades 9-12.

Monday - Thursday, July 20-23 * 9 a.m. - 3:30 p.m. Estherville Campus (300 S. 18th St.) \$200 per student (\$255 after June 1, 2015) Lunch included in registration.

Coursework follows a nationally recognized STEM FUSE GAME:IT curriculum. PRIZES 1st - Xbox One 2nd - Playstation Vita 3rd - Gift Card

To register, visit www.iowalakes.edu/continuing_education or call 1-800-252-5664. Refer to course #62526.