



Do you have students in your class who are interested in learning about how to make video games? Perhaps they are already making games?

Do you have questions about you can best support and assist you students who want to have a career in the video game industry?

Are you interested in learning about how to incorporate game mechanics and elements of play into your teaching?

If you answered yes to one or more of these questions, then this is the workshop for you! This is your opportunity to hear and learn from national leaders in video game education from the Higher Education Video Game Alliance, Rochester Institute of Technology, the University of Rochester, and The Strong National Museum of Play.

April 23rd at 8 am at the McQuaid Jesuit STEM Center

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