Time	Day 1	Day 2	Day 3
10:00 AM	Welcome & Introductions	Space Microgames	Space Board Games
	Introduction to Game Design		
11:00 AM			Lunch
	Lunch		
12:00 PM		Lunch	Navies in Space: How science fiction authors think about space and how that translates into game design
	Designing Technical Games		
		Space Gaming and Graphics	
1:00 PM			
	Space, Cyber, and Gaming		
		Break	
2:00 PM		Space Physics: What you need to know and what it means for game design	Break
			Game Design Exercise: Building a physics-based space game
	Break		
	Game Design for Guardians: Space-specific considerations		
3:00 PM			
	Game Play Exercise: Using games to understand design considerations		
4:00 PM			
5:00 PM			
6:00 PM			