**Interactive Empathy – workshop schedule**

Venue: Faculty of Electrical Engineering and Computing (FER) - capacity of the classroom 20 people

Team size: 2-4 (writer + 1-2 illustrators + optional: programmer)

**DAY 1**

08h - 12h

Introduction to the workshop and interactive media

Summary: Participants will get an overview of the workshop and its expected outcome - a short interactive story focusing on the theme of empathy in comic-book form. The limitation of scope are going to be explained and examples of similar interactive fiction are going to be presented.

Mentors: Aleksandar Gavrilović and Igor Kolar, Gamechuck

12h - 16h - **Foreign mentor: Emmanuel Corno (*Event[0]*))**

Interactive narrative development - lectures from mentors + one-on-one meetings with participants

**DAY 2**

08h - 12h

Interactive narrative development - lectures from mentors + one-on-one meetings with participants

Mentors: Aleksandar Gavrilović and Igor Kolar, Gamechuck

12h - 16h - **Foreign mentor: Emmanuel Corno (*Event[0]*))**

Interactive narrative development - lectures from mentors + one-on-one meetings with participants

**DAY 3** - **Foreign mentor: Emmanuel Corno (*Event[0]*))**

Interactive narrative development - polishing the stories

**DAY 4**

08h - 12h

Game development - creating the interactive storyboard

Summary: Participants will learn an easy and code-agnostic way to write interactive dialogs and also how to storyboard their games in an interactive (non-linear) form. They will complete the entire storyboard for their interactive comic book.

Mentors: Aleksandar Gavrilović and Igor Kolar, Gamechuck

12h - 16h

Game development - finalizing game assets

Summary: Participants will learn about audiovisual asset manipulation in digital media forms, and will use this knowledge to create finalized assets for their interactive stories, which will replace the storyboard drafts from the previous lecture.

Mentors: Aleksandar Gavrilović and Igor Kolar, Gamechuck

**DAY 5**

08h - 12h

Game development - polish and finalizing the interactive comics

Summary:

Mentors: Aleksandar Gavrilović and Igor Kolar, Gamechuck

12h - 16h

Game development - game testing, bug-hunting and release

Summary: Participants will test each other’s’ games and learn important lessons regarding game polish, quality assurance (QA) and how various digital mediums (mobile, PC, web) differ from each other and how this affects interactivity. The lecture will end with the participants finalizing their product with the addition of menus, credits and listening to each other’s feedback during Q&A sessions.

Mentors: Aleksandar Gavrilović and Igor Kolar, Gamechuck

AFTER WORKSHOP - polishing the games with the support of Gamechuck