



Vipuvoimaa
EU:lta
2014–2020



OPEN
DATA
AS



Virtual Reality Games Hack Schedule

Sept 5, 15:00 — Sept 7, 14:00

Wednesday 5

15:00–16:00 Gathering, team forming, coffee & snacks

16:00–17:00 Opening words & keynote lecture Teemu Saarelainen

What issues should be taken into account when designing VR games

17:00–17:15 General information

17:15–18:00 Introduction to open data & challenges

18:00–19:00 Designing VR games in teams

19:00–20:00 Dinner

20:00 Optional: Designing VR games in teams

Thursday 6

7:30–9:00 Breakfast

10:00–12:00 Designing VR games in teams

12:00–13:00 Lunch

13:00–15:00 Designing VR games in teams

15:00–16:00 Coffee and snacks

16:00–19:00 Designing VR games in teams

19:00–20:00 Dinner

20:00 Optional: Designing VR games in teams

Friday 7

7:30–9:00 Breakfast

10:00–11:00 Preparing of the presentations

10:30–12:00 Lunch (There will be a rush hour in the canteen 11–12. Please, go at 10:30 to avoid queues)

12:00–14:00 The teams will present their game ideas. Friendly atmosphere. After this, the teams will vote the most-liked game ideas which will get the prizes (three teams).