



Game Design and Programming Camp Ages 10-14

This camp offers a fun and creative introduction to coding through video game design. This camp appeals to campers with an interest in technology, digital arts, video game design and programming. Using SCRATCH, a popular program for creating interactive and animated projects, campers create and share games that are both fun and challenging. Please bring a flash drive.

Lunch: Please bring a lunch that requires no refrigeration.

Educational Leader: Ira Marcks is an educator and artist. He works with libraries, schools, museums, art centers, and other educational institutions to develop workshops with a focus on visual storytelling as a tool for sharing ideas and information. At the 2012 National Art Education Convention, he presented his work on integrating visual art and mathematics. He also hosts workshops at his homebase, Tiger Trap Studio, in Troy, NY. His work has appeared in various national publications and comic anthologies. For a time he was a regular contributor to *Weird Tales*, a Hugo Award winning strange fiction magazine. His website is iramarcks.com.

CFK 1948-03 Mon-Fri July 11-15 9 am-4 pm Stone Ridge \$299

CFK 1948-04 Mon-Fri July 18-22 9 am-4 pm Kingston \$299

IMPORTANT REMINDER: Your child will NOT be allowed to attend camp until the Health & Permission Form or the Immunization Exemption Form is completed, signed, and returned to the address below at least 7 days PRIOR to the first day of camp. In addition, if medication needs to be administered by the College's Health Services Staff, a Medication Administration Form must accompany the Health & Permission Form. All information will be kept confidential.

Use one form per camper and return forms to: Camp Ulster, KCSU, 94 Mary's Ave, Kingston, NY 12401 or fax to: 845-339-0780.



Register Online Today! www.sunyulster.edu/campulster or call 845-339-2025