



# SummerStudio DESIGN THINKING GAME DESIGN

JULY 25-29, 2016 | CLEVELAND, OH

SPONSORED BY the National Art Education Association | Center for Arts-Inspired Learning  
Unity Technologies | Cleveland Institute of Art  
Young Audiences Arts for Learning | Case Western Reserve University

Summer Studio Design Thinking: Game Design is a unique, experiential professional learning opportunity for art, design, and technology educators that will spark your vision of innovative teaching, learning and creative problem solving through Design Thinking and Game Design.



## Summer Studio Design Thinking is Designed to:

- **Prepare** art educators, teaching artists and other leaders in education to use Design Thinking, the design process, and technology in the art and broader curriculum to promote creative problem solving in schools, communities, the Nation and beyond.
- **Explore** the benefits of engaging and motivating students using design thinking, game design, and technology through collaborative teaching, learning and problem solving.
- **Foster** design, technology, and arts integration to meet the National Visual Arts Standards, standards in other content areas, and what the Partnership for 21st Century Skills calls "Information, Media and Technology Skills that promote school to college and career readiness.
- **Encourage** application of art and design thinking in teaching and learning across the curriculum, including science, technology, engineering, art and math (STEAM).
- **Cultivate** and nurture a national Professional Learning Community in Design Thinking that shares exemplary practices, resources and research to mentor others.

**Studio-Based and Hands-on:** Summer Studio 2016 will focus on the 'hands-on' studio design experience through the benefits of game design, a rapidly evolving medium that brings together 21st century learning skills and essential elements of creativity, innovation and education in alignment with the National Visual Art Standards.

By applying this creative thinking process to game design, they also gain a working knowledge and skills of a highly innovative teaching strategy that draws upon the visual arts and other art forms and subjects to create interactive games that are interesting and engaging to students while solving relevant, real-life problems. This rapidly evolving medium brings together 21st century learning skills, that include perseverance and essential skills for inventive entrepreneurship in a creative economy. Design Thinking focuses on the cognitive and creative processes required in art and design and is integral to teaching and learning across the curriculum, including science, technology, engineering, art and math (STEAM).

Summer Studio Design Thinking: Game Design will be led by a small team of nationally prominent designers and design educators, with highly qualified instructors in game design, who are part of the Unity Technologies teaching and certification team.

## Mission:

The Mission of Summer Studio Design Thinking: Game Design is to provide a scalable professional learning model to prepare art educators, teaching artists and other leaders in education to guide learners in the creative problem solving process of \*Design Thinking, an inventive process, through which problems are identified, solutions proposed and produced, and the results evaluated.

**Setting:** Summer Studio Design Thinking: Game Design will take place in Cleveland's University Circle – Ohio's most spectacular square mile and a world-class center of education, arts & cultural institutions. Known for the stately Cleveland Museum of Art, Cleveland Botanical Gardens, Cleveland Orchestra, and the I.M. Pei–designed Rock and Roll Hall of Fame & Museum, this extraordinary experience will be held in the amazing state-of-the-art facilities of Cleveland Institute of Art's new George Gund Building, designed by Stantec architects as an ideal space for learning about, making, and exhibiting art and design.

## World Renowned Sponsors and

**Partners:** Summer Studio is sponsored by the Center for Arts-Inspired Learning in Cleveland, OH, in partnership with Unity Technologies, Young Audiences Arts for Learning, the Cleveland Institute of Art (CIA), one of the nation's leading colleges of art and design, Case Western Reserve University and Sears think(box), an amazing new innovation hub. Other contributing partners are Cooper Hewitt, Smithsonian Design Museum, Crayola, and the Cleveland School District and Cleveland High School for Digital Arts.

## Lead instructors:

- Jack Lew, Dean Emeritus, Laguna College of Art and Design, and internationally acclaimed designer and educator, whose prestigious career includes Senior Management roles with Disney and Electronic Arts (EA).
- Jacob Simons, award-winning Experience Design Director with NBBJ, Seattle.
- André Thomas, founder and CEO of Triseum, who led Graphics Development, EA Sports football games and is the director of the LIVE lab in the Department of Visualization and Texas A&M University.
- Unity Technologies teaching and certification team.
- Kristen Walter, Teaching and Learning Specialist, Crayola.
- Michelle Cheng, Professional Development Manager at Cooper Hewitt, Smithsonian Design Museum.
- Jan Norman, founding Director of Design for Thinking, Director, NAEA Summer Studio Design Thinking, and Chair, NAEA Design Issues Group.
- Outstanding faculty from the Cleveland Institute of Art.

## REGISTER

Register online and see more information at [www.arteducators.org/events](http://www.arteducators.org/events)

**Fees:** \$495 NAEA members | \$549 non-members\*

## HOUSING

To make Summer Studio affordable to all participants, the Center for Arts-Inspired Learning (CAL) has reserved housing through Case Western Reserve University for July 24th – 29th. Options range from a single bedroom in a shared apartment for **\$54.75** per night to private apartments with one to three bedrooms costing from **\$77.50** to **\$103.50** per person, per night. For housing inquiries please contact: [summerdesign@arts-inspiredlearning.org](mailto:summerdesign@arts-inspiredlearning.org); **216-368-3890**.

\* Registration fee does not include housing. No refunds will be issued after April 15, 2016.

## PROFESSIONAL DEVELOPMENT CREDIT

NAEA and California State University, Chico have partnered to offer professional development credit for professional learning earned through NAEA Summer Studio Design Thinking: Game Design. SummerStudio provides 30 hours of instructional learning, which is eligible for 2 professional development units (\$170).

For further information, visit

<http://rce.csuchico.edu/teachers/naea>

## CONTACT

Jan Norman, Founding Program Director

Office: 212-860-1563 x 106

Cell: 610-608-9200

E-mail: [jan@ya.org](mailto:jan@ya.org)