

RPW 350 Information Architecture, Fall 2023

Timeline of Responsibilities

Week	Mon Date	Fri Date	Workshop Due (Fri, midnight)	Project Due (Sat, midnight)
1	8/28	9/1	None	None
2	9/4	9/8	w1. Examining Info Architectures	None
			Class does not meet on Tue 5 Sep in honor of Labor Day	
3	9/11	9/15	w2. Deconstructing Games	None
4	9/18	9/22	w3. Playtesting Games	p1. Game 1 Prototype 1.0
5	9/25	9/29	w4. Peer Playtesting 1	p1. Game 1 Prototype 1.0

Note. Check submission guidelines for all Workshops and Projects prior to submitting your work.

RPW 350 Information Architecture, Fall 2023

Timeline of Responsibilities

Week	Mon Date	Fri Date	Workshop Due (Fri, midnight)	Project Due (Sat, midnight)
6	10/2	10/6	w4. Peer Playtesting 1	None
7	10/9	10/13	w5. Tabletop Simulator, Part 1	p1. Game 1 Prototype 2.0
8	10/16	10/20	w6. Tabletop Simulator, Part 2	p2. Game 1 Pitch
9	10/23	10/27	w6. Tabletop Simulator, Part 2 Design Studio	p2. Game 1 Pitch p3. Info Arch Analysis 1
10	10/30	11/3	Design Studio	p3. Info Arch Analysis 1 p4. Game 2 Prototype 1.0

Note. Check submission guidelines for all Workshops and Projects prior to submitting your work.

RPW 350 Information Architecture, Fall 2023

Timeline of Responsibilities

Week	Mon Date	Fri Date	Workshop Due (Fri, midnight)	Project Due (Sat, midnight)
11	11/6	11/10	w7. Peer Playtesting 2	p4. Game 2 Prototype 1.0
12	11/13	11/17	Design Studio	p4. Game 2 Prototype 2.0
13	11/20	11/24	Design Studio	None
Thanksgiving Holiday week				
14	11/27	12/1	Design Studio	p4. Game 2 Prototype 2.0 p5. Game 2 Pitch
15	12/4	12/8	w8. Game Design Showcase (in class demo & discussion)	p5. Game 2 Pitch p6. Info Arch Analysis 2
16	12/11	12/15	Any projects not submitted previously must be submitted by noon on Wednesday of this week to earn any points. Late penalties are subject to my discretion.	

Note. Check submission guidelines for all Workshops and Projects prior to submitting your work.