Sacred Heart University
Computer Science Department
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Class Itinerary

CS 170 LX / CS 570 LX: INTRODUCTION TO VIDEO GAME PRODUCTION

Date	Event	Location
Saturday, August 02, 2014	Arrival at Luxembourg Airport Airport Shuttle to Hostel	Luxembourg City
Sunday, August 03	Group Welcome Dinner at hostel Onsite orientation of Luxembourg	Luxembourg City
Monday, August 04	Class 01 from 9:00a to 1:00p Tour 01: Vianden Castle	SHU Luxembourg Campus Vianden, Luxembourg
Tuesday, August 05	Class 02 from 9:00a to 1:00p Afternoon Group Studio	SHU Luxembourg Campus
Wednesday, August 06	Class 03 from 9:00a to 1:00p Tour 03: Bofferding Brewery	SHU Luxembourg Campus Bascharage, Luxembourg
Thursday, August 07	Class 04 from 9:00a to 1:00p Afternoon Group Studio	SHU Luxembourg Campus
Friday, August 08	Class 05 from 9:00a to 1:00p Tour 05: MUDAM Modern Art Museum	SHU Luxembourg Campus Luxembourg City
Saturday, August 09	Train from Luxembourg to Cologne	Luxembourg City
Sunday, August 10	Group Welcome Dinner at Hotel Conference Itinerary discussion	Cologne, Germany
Monday, August 11	Game Developers Conference, Day 1 Conference Itinerary discussion	Cologne, Germany
Tuesday, August 12	Game Developers Conference, Day 2 Conference Itinerary discussion	Cologne, Germany
Wednesday, August 13	Game Developers Conference, Day 3 Trade Show Itinerary discussion	Cologne, Germany
Thursday, August 14	Gamescom Trade Show, Day 1 Trade Show Itinerary discussion	Cologne, Germany
Friday, August 15	Gamescom Trade Show, Day 2 Group Conclusion Dinner at hotel	Cologne, Germany
Saturday, August 16	Departure at Cologne Airport	Cologne, Germany

Changes to the itinerary: This itinerary and course outline is subject to change by the instructor during the course of the semester. Changes may be necessary because of students' specific interest(s), the general class progression and emerging topics of interest. If such changes are implemented, they will be announced in class and posted to Blackboard if used in the course. This itinerary and any addendums attached shall not be construed by the student as a contract, implied or expressed, between the student and/or the professor and the University.