

## RPW 350 Information Architecture, Fall 2024

## Timeline of Responsibilities

Week	Mon Date	Fri Date	Workshop Due (Fri, 10 pm)	Project Due (Sat, 10 pm)
1	8/26	8/30	None	None
2	9/2	9/6	w1. Examining Info Architectures	None
Class does not meet on Tue 3 Sep in honor of Labor Day				
3	9/9	9/13	w2. Deconstructing Games	None
4	9/16	9/20	w3. Playtesting Games	None
5	9/23	9/27	None	p1. Game 1 Prototype 1.0

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

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6	9/30	10/4	w4. Peer Playtesting 1	None
7	10/7	10/11	Design Studio	None
8	10/14	10/18	w5. Tabletop Simulator, Part 1	None
9	10/21	10/25	w6. Tabletop Simulator, Part 2	p1. Game 1 Prototype 2.0 p2. Game 1 Pitch
10	10/28	11/1	Design Studio	p3. Info Arch Analysis 1

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11	11/4	11/8	Design Studio	p4. Game 2 Prototype 1.0
12	11/11	11/15	w7. Peer Playtesting 2	None
13	11/18	11/22	Design Studio	p4. Game 2 Prototype 2.0 p5. Game 2 Pitch
14	11/25	11/29	None	None
<b>Thanksgiving Holiday week</b>				
15	12/2	12/6	w8. Game Design Showcase (in class demo & discussion)	p6. Info Arch Analysis 2
16	12/9	12/13	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.	

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