(as of 27 March)

Wednesday, 15 April 2020: Fundamentals

1000-1100: Welcome and Introduction to the Problem of Disease Response
1100-1200: Basic Biology of Infectious Disease as it Relates to Games
1200-1215: Break
1215-1300: Understanding the NRP and National Disease Response Processes
1300-1400: Understanding the International Environment
1400-1500: Break
1500-1600: Game Design Fundamentals
1600-1700: Types of Games and Their Application to Disease Response
1700-1830: Game Design Through the Lens of Disease Response

Thursday, 16 April 2020: Special Topics

1000-1100: What Makes Disease Response Different?
1100-1215: Scenario Development: Giving Players Workable Challenges
1215-1300: Game Mechanics: Matching the Right Mechanics to the Challenge
1400-1500: Break
1500-1600: Mathematics of the Problem: Getting the Story Straight
1600-1700: Building a Matrix Game – What are Matrix Games, How do We Build One, Let’s do it
1700-1830: Playing a Pandemic Matrix Game through virtual media