

Date	GBM #	GBM Title	Secondary Event	Presenter		
9 Jan		(No Meeting)	(oops, no involvement fair!)			
16 Jan	1	Introductions and Design Activity		All		
23 Jan		(No Meeting)	SNOW!!!			
30 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion		
6 Feb	3	Intro to Game Design	ASLC Showcase	Jake		
13 Feb	4	Accessibility in Games		Ares		
20 Feb	5	Art Fundamentals (for artists and non-artists)		Parker		
27 Feb		FIEA Speaker Event with ACM				
6 Mar	6	Godot Tidbits		Dion		
13 Mar		(No Meeting)	Spring Break			
20 Mar	7	Intro to Stencyl (Point & Click)		Whalen		
27 Mar	8	1 Hour Game Jam (or Design Sprint)		Whalen	Note: In Pitch Room!	
3 Apr	9	Game Jam Fundamentals		Dion		
10 Apr	10	Intro to Unity		Jake		
17 Apr	11	Scope and Style	Innovators Showcase	Marsh		
24 Apr	12	Blender Tips and Tricks		Jake		
1 May		(No Meeting)	Finals			
Ideas for workshops (and who's good at them from the top of my head):						
	Godot with C#					
	More pixel art (Ares)					
	Stencyl (Whalen)					
	Unity (Dion, Jake, Parker)					
	Unreal (Jake?)					
	Accessibility (Ares)					
	Mechanics vs. Narrative (Whalen)					
	Godot Tidbits					
	Paper Prototyping					