

Sunday, June 3rd

Time	Front Entrance	Michelangelo	Van Gogh	Rembrandt	Bernini	Cafeteria	Da Vinci
8:00	Closed	Closed	Closed	Closed	Closed	Closed	Closed
8:30	Registration Information Lost & Found 8:30 – 4:30	<i>The Intersection of Development & Design</i>	<i>Ludus Ratio: Using Ancient Tools to Build Game Economies</i>	Playtesting 9:00 – 1:00	Playtesting	Open to all attendees for gaming & food 8:30 – 4:30	Open to Staff & Guests Only (gold and blue wristbands) 8:30 – 5:00
9:00							
9:30							
10:00		<i>LUCI Final Judging & Awards</i>	<i>Building Community Around Game Design</i>				
10:30							
11:00		Closed for lunch 12:00 – 1:00					
11:30		<i>Whip It! Evo-Devo in Designing Games for Humans</i>	<i>Rules Are Meant to be Played</i>	Publisher Meet & Greet Open to Publishers and Selectees Only	9:00 – 5:00		
12:00							
12:30		<i>Marketing for Game Designers</i>	<i>Runaway Leader & Catch-Up Mechanics</i>	Publisher Meet & Greet Games Open to all 2:30 – 4:30			
1:00							
1:30		Raffle!					
2:00							
2:30		Closed	Closed	Closed	Closed		
3:00							
3:30	Closed	Closed	Closed	Closed			
4:00							
4:30	Closed	Closed	Closed	Closed			
5:00							