

NC STATE Design

This is a **SAMPLE SCHEDULE**, designed to provide an idea of what daily life at camp is like. Each group will have a slightly different schedule, and **all are subject to change**. During the week, campers will rotate through the following programs: Architecture, Art + Design, Graphic Design, Industrial Design and Design Studies, having a new studio experience and project each day.



CAMPERS ARRIVE/ORIENTATION

| SUN | WHEN | WHAT | WHERE |
|-----|--------------|--|---------------------|
| | 1:00–2:00p | Camper Check-In | Dorms |
| | 1:00–2:30p | Move-In | |
| | 1:30 + 2:00p | Tours of College of Design (Parents leave at 2:30) | Brooks |
| | 3:00–5:30p | Opening Orientation Session (Welcome, Rules + Information) | Burns Auditorium |
| | 5:30–7:00p | Dinner / Recreation Time | Dining Hall |
| | 7:00–9:00p | Guest Presentation / Activity | Burns |
| | 9:00–10:30p | All Camp Activity | Leazar |
| | 11:00p | Lights Out! | Dorms |

1ST STUDIO DAY

| MON | WHEN | WHAT | WHERE |
|-----|--------------|---------------------------------------|-------------|
| | 7:00–8:40a | Wake Up / Breakfast | Dining Hall |
| | 9:00a–12:00p | Introduction / Start Studio Project 1 | Leazar |
| | 12:00–1:00p | Lunch | Dining Hall |
| | 1:00–5:30p | Continued Work on Project 1 | Leazar |
| | 5:30–7:00p | Dinner Recreation Time | Dining Hall |
| | 7:00–8:30p | Guest Presentation / Activity | Burns |
| | 8:30–11:30p | Complete Project 1 | Leazar |
| | 12:00a | Lights Out! | Dorms |

2ND STUDIO DAY

| TUE | WHEN | WHAT | WHERE |
|-----|---------------|---|-------------|
| | 7:00–8:40a | Wake Up / Breakfast | Dining Hall |
| | 9:00–10:00a | Project 1 Review / Wrap-Up | Leazar |
| | 10:00–10:15a | Break | |
| | 10:15a–12:00p | Introduction / Start Studio Project 2 | |
| | 12:00–1:00p | Lunch | Dining Hall |
| | 1:00–5:30p | Continued Work on Project 2 | Leazar |
| | 5:30–7:00p | Dinner Recreation Time | Dining Hall |
| | 7:00–8:30p | Guest Presentation / Activity | Burns |
| | 8:30–11:30p | Complete Project 2 / Document Project 1 | Leazar |
| | 12:00a | Lights Out! | Dorms |

3RD STUDIO DAY

| WED | WHEN | WHAT | WHERE |
|-----|---------------|---|-------------|
| | 7:00–8:40a | Wake Up / Breakfast | Dining Hall |
| | 9:00–10:00a | Project 2 Review / Wrap-Up | Leazar |
| | 10:00–10:15a | Break | |
| | 10:15a–12:00p | Introduction / Start Studio Project 3 | |
| | 12:00–1:00p | Lunch | Dining Hall |
| | 1:00–5:30p | Continued Work on Project 3 | Leazar |
| | 5:30–7:00p | Dinner Recreation Time | Dining Hall |
| | 7:00–8:30p | Guest Presentation / Activity | Burns |
| | 8:30–11:30p | Complete Project 3 / Document Project 2 | Leazar |
| | 12:00a | Lights Out! | Dorms |

4TH STUDIO DAY

| THU | WHEN | WHAT | WHERE |
|-----|---------------|---|-------------|
| | 7:00–8:40a | Wake Up / Breakfast | Dining Hall |
| | 9:00–10:00a | Project 3 Review / Wrap-Up | Leazar |
| | 10:00–10:15a | Break | |
| | 10:15a–12:00p | Introduction / Start Studio Project 4 | |
| | 12:00–1:00p | Lunch | Dining Hall |
| | 1:00–1:45p* | Guest Presentation / Activity | Burns |
| | 1:45–5:30p | Continued Work on Project 4 | Leazar |
| | 5:30–7:00p | Dinner Recreation Time | Dining Hall |
| | 7:00–8:30p | Guest Presentation / Activity | Burns |
| | 8:30–11:30p | Complete Project 4 / Document Project 3 | Leazar |
| | 12:00a | Lights Out! | Dorms |

5TH STUDIO DAY

| FRI | WHEN | WHAT | WHERE |
|-----|---------------|---|-------------|
| | 7:00–8:40a | Wake Up / Breakfast | Dining Hall |
| | 9:00–10:00a | Project 4 Review / Wrap-Up | Leazar |
| | 10:00–10:15a | Break | |
| | 10:15a–12:00p | Introduction / Start Studio Project 5 | |
| | 12:00–1:00p | Lunch | Dining Hall |
| | 1:00–5:30p | Continued Work on Project 5 | Leazar |
| | 5:30–7:00p | Dinner Recreation Time | Dining Hall |
| | 7:00–9:00p | All Camp Activity | |
| | 9:00–11:30p | Complete Project 5 / Document Project 4 | Leazar |
| | 12:00a | Lights Out! | Dorms |

LAST DAY OF STUDIO!

| SAT | WHEN | WHAT | WHERE |
|-----|--------------|---|-------------|
| | 7:30–9:30a* | Wake Up / Breakfast | Dining Hall |
| | 9:30–10:30a | Project 5 Review/Wrap-Up/Documentation | Leazar |
| | 10:30–12:30p | Camp Evaluations, Dorm Pack | Burns |
| | 12:30–1:30p | Camp Reception—Parents Invited! | Leazar |
| | 1:00–2:30p | Dorm Check-out—all campers must have all belongings out of their dorm rooms and return their keys to housing desk by 2:30pm | Dorms |



DESIGN CAMP RULES AND UNIVERSITY POLICIES

NAME BADGES

Design Camp name badges will be issued at check-in. Name badges help us to promote safety while on NC State's campus, and **must be worn at all times**. Name badges are mandated for minors on NC State's campus and enable faculty, staff and campers to get to know one another. Campers' group information and a camp schedule will be affixed to their name badges. Campers will turn in their name badges to their counselors before being picked up each day.

GROUP ASSIGNMENTS

All campers have been assigned to one of five groups. Three counselors will be assigned to each group of 20 campers and will serve as chaperones for their campers on NC State's Campus for the duration of the camp week. **Please be advised that Design Camp does not honor group requests.**

PROGRAM PARTICIPATION

The program format **requires that all campers participate fully during studio instruction, lectures, and all other activities scheduled throughout the program**. Prior exposure to design is not required but the camp has a full and engaging schedule that builds on itself each day and requires daily attendance and mandatory participation. **Use of all electronic equipment (such as cell phones, laptops, ipods, etc.) is not allowed during studio instruction or presentations.** Please be aware of this policy as it will be strictly enforced. Campers may make use of these items during their free time. Please note: Such items are considered valuables, therefore you bring them to the camp at your own risk. Design Camp is not responsible for lost, stolen or damaged belongings. Design Camp is for the student who is excited about learning more about design.

DRESS CODE

Appropriate dress for studio includes comfortable shoes, t-shirts, shorts, and/or jeans that are okay to get dirty as campers can become messy while building projects. We suggest bringing light layers of clothing as it can sometimes get chilly in studio. You may wish to bring a sweater or sweatshirt. Short-shorts, sandals and/or flip-flops should not be worn during studio.

DAILY SCHEDULE

Participants will have a 7:00 a.m. "wake-up call" and are responsible for getting to breakfast and then to studio by 9:00 a.m. Campers will complete a different design project each day (Monday-Friday). For example, on Monday you may have architecture studio, Tuesday graphic design studio, and so on... Every camper will complete a project in each of the following design disciplines: architecture, art + design (animation), graphic design, industrial design, and design studies. Except for meals, scheduled activities and recreation breaks, campers will be involved in camp activities until 11:00 p.m.

MEALS

Meals will be provided at Clark Dining Hall. Campers are required to attend breakfast, lunch, and dinner with their assigned counselor during the camp's scheduled meal times. We encourage campers to bring their own snacks and a refillable water bottle to camp. Please note any dietary restrictions or food allergies on the Medical Release Form. If you have any questions or concerns, contact the Coordinator of Pre-College Programs, Kathleen Collier at kathleen_collier@ncsu.edu.

VISITATION POLICY

Due to the Design Camp format and in the interest of safety, **campers will not be allowed to receive visitors or leave the program during the Camp's scheduled list of activities.** No exceptions!

SAFETY

Precautions have been made to provide a safe environment for campers, but because of the campus location and size (NC State is the largest university in North Carolina), we urge campers to be aware and careful. Since they are minors, campers must be supervised and wear their name badges at all times on campus. We must require that when walking, campers travel in groups with a Counselor. Counselors need to know where their assigned campers are at all times. University Public Safety (uniformed police officers) monitors activity on the campus. **Campers who do not comply with safety rules and policies may be expelled from camp without refund.**

CONTINUED...

DISCIPLINE STATEMENT

Campers are required to follow the camp rules, as outlined in the "Code of Conduct" that follows, as well as applicable university policies at all times. Policies can be found at: <http://policies.ncsu.edu>. Campers who violate the Code of Conduct will be expelled from the camp without refund.

TOBACCO AND ALCOHOL

Aside from obvious illegality of underage use of tobacco and alcohol, the university does not permit smoking or the use of alcoholic beverages on campus grounds. Campers who violate this rule will be faced with immediate expulsion from the camp without refund.

PARTICIPANTS CODE OF CONDUCT

A parent/guardian and the camper are both required to sign the Code of Conduct included in their forms packet and submit it with their other forms. In signing the Code of Conduct, Campers and Parents agree that the Camper will abide by all rules on the contract. You may choose to save a digital copy of this packet, or print an extra, as it is a good idea for parents to be familiar this Code of Conduct, and for campers to review it before attending Design Camp.

USE OF STUDIO EQUIPMENT

Safety procedures for equipment and tools will be discussed in each studio. Campers are required to use proper safety measures at all times to avoid accidents. All projects may be taken home at the end of the camp.

TELEPHONES

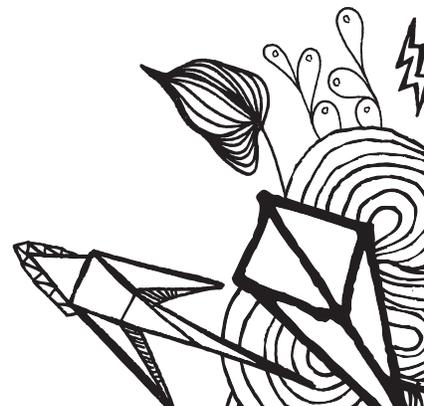
Parents may leave messages for campers at the Design Lab by calling (919) 513-2164. Additional staff contact information will be emailed to parents/guardians during the week prior to camp. All electronic equipment (such as cell phones, ipods, etc.) are not allowed during studio instruction or presentations. Please be aware of this policy as it will be strictly enforced.

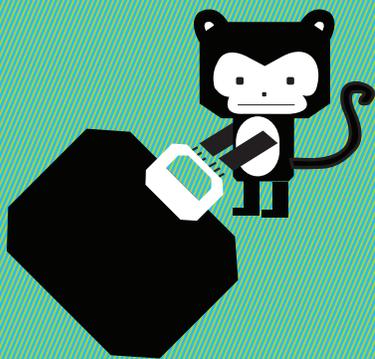
ACCIDENTS/EMERGENCIES

Accidents or emergencies should be reported to the Counselors or the Design Camp lead staff immediately. For medical emergencies, campers may be covered by accident insurance and may be treated at the University Student Health Service during regular operating hours or Wake Med Accent Urgent Care or Rex Hospital after hours. All Medical Forms must be on file for medical assistance to be provided.

LOST AND FOUND

Items that are found or left behind will be stored in the Camp Director's office. Any items not claimed by August 1, 2017 will be discarded.





PACKING CHECKLIST FOR CAMPERS!

HERE'S WHAT WE RECOMMEND YOU BRING!

Any medications (prescription or over-the-counter, **in original bottles**) that you will need. Camp staff cannot provide or obtain medications for campers, even over-the-counter meds. Make sure to pack enough of the medications you will need during your full week at camp. **All prescription medications must be in their original bottles with original labels.** Please plan ahead if you will need to bring medications! **Please see Camper Medications and Conditions Information Form in separate packet for specific instructions.**

Clothing for the week: Appropriate dress for studio includes comfortable shoes, t-shirts, shorts, and/or jeans that are okay to get dirty as campers can become messy while building projects. We suggest bringing light layers of clothing as it can sometimes get chilly in studio. You may wish to bring a sweater or sweatshirt. Short-shorts, sandals and/or flip-flops should not be worn during studio.

Any toiletries (soap, deodorant, tooth brush, tooth paste, hair brush, contact lenses + solution, etc.)

Towels + Wash Cloths

Pillow(s)

Sheets and bedding for an extra-long twin bed (regular twin sheets may work fine in a pinch.) You may wish to bring an extra blanket.

Shower Shoes (inexpensive flip-flops work great)

Alarm clock

Snacks/drinks (dorms are equipped with mini refrigerator and microwave)

Sweatshirt or sweater—it can get chilly in the studio!

Comfortable walking shoes (flip-flops & sandals are not permitted in studio)

Cell phone - if you have one (cell phones may be used outside of studio hours and to call home in the evening.)

Emergency / Spending money (It is advised that each camper carry about \$20 during their week of camp in case of emergency. Extra money may be used for souvenirs and snacks, if the opportunity arises.)

Bug spray (we don't invite mosquitos to Design Camp, but sometimes they still show up).

Reusable water bottle

Rain jacket

Umbrella

Flash light

A FEW THINGS TO CONSIDER!

- The air conditioning in the studios and dorms is very good at keeping us cool - it can get a little chilly sometimes. However, it will likely be very warm outside. We'll be inside and outside throughout the day, so dressing in light layers is best, and bringing a blanket or two for the dorm is a good idea.
- You should definitely NOT bring things like drugs, tobacco products, alcohol, weapons, explosives, pets, your car, etc. Seriously, pack responsibly.
- **Again, because it is so important, PLEASE make sure if you need to bring medication that you only bring it in the original bottles with the original label and make sure to bring enough for your entire stay at Design Camp.**
- You will have an action-packed week at Design Camp, and not a lot of down time! Make sure to get plenty of sleep the week before, and get ready for some awesome experiences and some late nights in studio - just like in design school. We're excited that you're coming!
- Happy packing, and see you this summer!