

October 2023

Thursday

19.10.2023

- 14:00 Accommodation

- 17:30 Welcoming participants of Designer Camp International
[Artur Lutyński](#), [Michał Gryń](#)

- 17:55 Lecture – The death of The Euro?
[Jason Mathews](#)

- 18:45 Lecture for company

- 19:00 **Dinner**

- 20:00 Integration game
[Eryk Nowak](#), [Artur Lutyński](#)

- 22:00 Playing board games, free time

Friday

20.10.2023

- 08:20 **Breakfast**

- 09:00 Community commemorative photo

- 09:20 Lecture – Emotions are the most important component inside your board game box
[Oleksandr Nevskiy](#)

- 10:20 Break 10 min

- 10:30 Moderated prototype testing
[Piotr Dachtera](#), [Wojciech Wiśniewski](#)

- 14:00 **Lunch**

- 14:50 Lecture – How to think product-wise when designing a game
[Michał Gryń](#)

- 15:50 Break 10 min

- 16:00 Matchmaking
[Łukasz Szopka](#)
Parallel, unmoderated prototype testing

- 19:30 **Dinner**

- 20:30 Playing board games, free time

Saturday

21.10.2023

- 08:20 **Breakfast**

- 09:20 Lecture – Live long and prosper
[Piotr Widorski](#)

- 10:20 Break 10 min

- 10:30 Moderated prototype testing
[Piotr Dachtera](#), [Wojciech Wiśniewski](#)

- 14:00 **Lunch**

- 14:50 Break 10 min

- 15:00 Moderated prototype testing
[Piotr Dachtera](#), [Wojciech Wiśniewski](#)

- 18:30 Break 10 min

- 18:40 **Dinner**

- 19:40 Panel discussion
[Artur Lutyński](#), [Michał Gryń](#)

- 21:00 Playing board games, free time

Sunday

22.10.2023

- 09:00 **Breakfast**

- 10:00 Check out of rooms

- 10:30 Lecture – Why should this exist in the world?
[Rory O'Connor](#)

- 11:30 Farewell, official end of Designer Camp
[Artur Lutyński](#), [Michał Gryń](#)

- 11:45 Break 15 min

- 12:00 Unmoderated prototype testing

- 14:00 **Lunch**