



SCOUTS: CREATE A GAME. GROW YOUR SKILLS.

Turn your interest in games into an original project—and make progress toward the Game Design Merit Badge.



NOVEMBER 17, 2026 • 5–9 PM
Centreville Bank Stadium • Pawtucket, RI

BUILD. CONNECT. SHOWCASE.



Create individually or with a team.



Learn from educators and game developers.



Meet other young creators.



Showcase your game and compete for prizes and recognition.

GAME DESIGN WORKSHOPS AT NEIT

New England Institute of Technology



SEPTEMBER 19, 2026
OCTOBER 17, 2026
NOVEMBER 7, 2026

ALL WORKSHOPS: 9 AM–1 PM



All skill levels welcome. Learn, build, test, and improve your game with guidance. Workshops are optional for the Expo and strongly encouraged for Scouts pursuing badge progress.



PUT YOUR PROJECT TO WORK FOR YOUR BADGE

Direct opportunities: design and document a game (5), prototype and revise (6), arrange a qualifying blind test (7), and meet an appropriate professional (8). Other activities may support Requirements 1–4.

Get your counselor's approval of your concept **BEFORE** creating a prototype. **Keep a game design notebook.**

Attendance does not automatically earn credit. Complete the required work and review progress with your merit badge counselor.



SIGN UP FOR THE EXPO + WORKSHOPS
RIGameExpo.com

- 1 Open the "Competitors" tab.
- 2 Register and select the NEIT Workshops option.
- 3 Plan your badge work with your counselor.

Choose the workshops to make the most of your merit-badge learning opportunities.

SCOUTS AGES 13–18 • BEGINNERS WELCOME • CREATE AS AN INDIVIDUAL OR TEAM