

Pre-Camp

For those who enroll early, we have some activities to do while you wait for Camp to begin. They're fun to do and will help get your brain ready to think about packaging

Day 1

Dr. Hurley kicks off the design camp, providing an overview of the week and answering all questions. After this, students can jump right into the Bootcamp lessons for the day.

Day 2

Today is all about paperboard, one of the most popular packaging substrates. Lessons range from how paperboard is made to how it's tested before being used in packaging. Students may begin using and playing with the box design software.

Day 3

Structure of a box is important, but it takes great graphics to get a customer to pick up a box off a shelf. Today's lessons provide insight into how customers interact with packaging so you can strategically design your shoebox.

Day 4

It's design time! Today's the day to design your own shoebox! Use what you've learned through the week to create the best design you can think of. While you're working, grab some screenshots so you can share the evolution of your shoebox with the group.

Day 5

Students will present their shoeboxes to the group in a live session to wrap-up the week. You'll also learn more about job and career possibilities within the packaging industry.