2026 Arts & Tech Camp Topics

Campers select one major and one minor from the topics below

Majors (select one)

Majors	Faculty
Competitive Speech *Focus Areas: Writing • Performance • Research* Hosted by the Bradley University Speech Team—the most successful collegiate speech program in history—this week-long camp gives high school students the chance to learn from the best. Through expert guidance from nationally recognized coaches and faculty, you'll strengthen your writing, performance, and research skills. Whether you aim to excel in competition or build confidence for the future, this camp provides the tools and training to help you succeed.	Andrew Eiola & David Daye
Creative Writing Creative Writing is a way to make sense of yourself, the world around you, and how the two are interwoven. This major is designed to introduce you to principles, techniques, and tools for writing fiction and poetry. Acquiring the skills to write good character-based fiction will prepare you to write in any genre. Poetry will focus on the sound of language, original insight, and vivid, concrete images.	Claire McQuerry with Devin Murphy & Lee Newton
Cybersecurity *Think like a hacker, protect like a pro!* Cybersecurity is one of today's fastest-growing challenges. In this hands-on hackathon, you'll step into the role of a security expert to uncover vulnerabilities in a local business and design strategies to protect its data and physical assets. Work in teams, think like a hacker, and build solutions that keep information safe in the real world.	Jake Young & Angelica Perdue

Majors (continued)	Faculty
Digital Music Technology Get hands-on with the art and technology of sound. In this immersive experience, you'll explore digital music production and sound design using professional tools and techniques. Learn how electronic music is created through sound synthesis, signal processing, and Digital Audio Workstations (DAWs), and discover how computers can become powerful instruments for musical creativity.	Mark DeZwaan
Engineering Exploration Explore the many sides of engineering! In this immersive weeklong program, you'll spend each day with a different department—Civil & Construction, Electrical & Computer, Industrial & Manufacturing, and Mechanical Engineering—learning how engineers design, build, and innovate in the real world. The week concludes with Convergence Day, bringing together the business and engineering disciplines for a collaborative, cross-disciplinary experience.	Engineering faculty from every discipline
Environmental Engineering & Water Supply Clean drinking water is vital, yet millions lack access. In this camp, you'll become an environmental engineer and tackle the question: How can we provide safe water to communities? Your Challenge: ● Identify key obstacles to clean water. ● Design and build a system that delivers safe drinking water to a small village. Your solution must: 1. Ensure water quality. 2. Minimize energy use. Use the Maker Space and Machine Shop to prototype your design. Think creatively, work as a team, and make a real-world impact	David Spelman & Fahmidah Ashraf, with Jeremy Brockhouse

Majors (continued)	Faculty
Game Art Dive into the creative world of Game Art! Through hands-on projects, students will explore the artistic principles and technical concepts behind the visual style and presentation of games.	[Bryce Gore](#)
Learn to Play by Ear In this performance-based class, students learn the time-honored tradition of self-expression through the art of improvisation. Participants will learn to play jazz, New Orleans, and funk tunes completely by ear, culminating in a joyous performance at the end of the week! Students of all musical abilities are welcome.	[Todd Kelly](#)
Music Conducting Step onto the podium and take the lead! In this major, you'll explore the art and technique of conducting through hands-on practice. Learn how leadership, rehearsal technique, gesture, score study, and musical interpretation come together to shape a performance—and discover what it means to bring music to life from the conductor's stand.	[Cory Boulton](#)
Music for Video Games Ever wondered how music shapes the feel of your favorite game or movie? In this major experience, you'll learn to create original music, soundscapes, and sound effects for media projects. Using digital audio workstations, participants will compose for game scenes, cinematic clips, and images.	[Lynnsey Lambrecht](#)

Majors (continued)	Faculty
Musicals with Morgan! This exciting major will focus on musical theatre songs for young performers. Broadway veteran and Bradley alum Morgan Siobhan Green will work with students on choosing material, and on acting/singing techniques for performing songs from the wonderful world of musical theatre! *Morgan Siobhan Green, a Bradley Theatre alum, has appeared on and off-Broadway (Be More Chill), on National Tour (Hadestown), and in regional theatre, film, and television. She holds a BA from Bradley University and an MA from Long Island University. We are so thrilled to have her back at Bradley!*	Morgan Siobhan Green
Painting Explore the creative and technical sides of painting! Students will learn how to work confidently with painting materials, practice safe studio methods, and develop essential skills such as working with value, building underpaintings, and mixing color. Through guided instruction and hands-on practice, you'll discover how to bring your ideas to life.	Whitney Johnson-Lessard
Robotics Step into the world of robotics and turn your ideas into reality! Learn how to combine computing, sensors, and smart design to build and test your own creations. Work to solve real-world challenges and see your robots come to life.	Kyra Rudy, Mohammad Imtiaz, & Yufeng Lu
Short Filmmaking Discover the art of visual storytelling through short films! In this hands-on course, you'll learn the essentials of scripting, cinematography, sound, and editing as you bring your ideas to life. Collaborate with classmates, experiment with film language, & develop the skills to craft impactful short films from concept to screen.	Dillon Ward & Dave Lennie
Video Game Development Discover how video games move from concept to creation. Using Unity, you'll learn the fundamentals of game development and level design through hands-on projects that let you customize and extend real game assets. Perfect for creative minds who want to build—and play—their own designs.	Zach Abbott

Minors (select one)

Minors	Faculty
Auditioning with Morgan! This fun minor will focus on that all-important moment for young performers: the audition. Broadway veteran and Bradley alum Morgan Siobhan Green will work with students on choosing material, preparation, acting, and even controlling your nerves, at auditions! *Morgan Siobhan Green, a Bradley Theatre alum, has appeared on and off-Broadway (Be More Chill), on National Tour (Hadestown), and in regional theatre, film, and television. She holds a BA from Bradley University and an MA from Long Island University. We are so thrilled to have her back at Bradley!*	Morgan Siobhan Green
AI for Video Creators Harness the power of artificial intelligence to elevate your video productions! In this cutting-edge minor, you'll explore a hybrid workflow that seamlessly blends live-action footage with AI-generated visual effects. Learn to develop consistent characters and maintain a unified artistic style across your projects. Work hands-on with the latest AI tools to enhance your storytelling capabilities, experiment with innovative techniques, and discover how emerging technologies are revolutionizing the filmmaking process. Leave with the practical skills to integrate AI into your creative workflow while maintaining your unique artistic vision.	Dillon Ward
Competitive Speech Build your skills across every aspect of speech and debate in this comprehensive, hands-on minor. Work with accomplished college coaches and faculty as you craft compelling speeches, deliver dynamic performances, and sharpen your research and argumentation. Explore techniques for public address, interpretive events, and debate while gaining confidence in both prepared and limited-preparation formats. From storytelling and creative writing to character development and persuasive speaking, this camp offers a well-rounded foundation for success in competition—and beyond.	Andrew Eiola & David Daye

Minors (continued)	Faculty
Construction Management & Engineering Make a real difference for animals in need! In this camp, you'll design and build high-quality animal shelters for the Tazewell Animal Protective Society (TAPS). Start by creating your plans using computer-aided drafting (CAD), then bring them to life with hand tools and power tools in the Business and Engineering Convergence Center. In this major you build something that truly matters.	Kristy Willis & Saratu Terreno, with Jeremy Brockhouse
Entertainment Engineering This minor bridges theatre and engineering, giving students hands-on experience with automated theatrical systems—including the large turntable stage being installed in Bradley's Hartmann Theatre this summer. Students will explore the mechanics behind stage automation and apply their learning by designing and building a working model of a theatrical mechanical system.	Johanna Pershing
Entrepreneurship: From Concept to Creation Have a business idea—big or small—but not sure where to start? In this hands-on, project-based experience, you'll explore how everyday ideas can grow into real ventures. Whether it's lawn care, babysitting, gaming, or an app concept, you'll learn to dream boldly, design a practical plan, and develop your first actionable steps. By the end, you'll have the confidence, creativity, and toolkit to turn an idea into something real.	Mary Conway Dato-On & Marcos Hashimoto
Intelligent Investing Strategies for successful investing could make or break your personal finances or your future business. Learn how to save, invest and plan. Test your solution in a portfolio competition to win an award!	Kelly Roos & Joshua Lewer
Jazz Combo Learn the art of group communication and improvisation in a small group setting. **Participation in the "Learn to Play by Ear" major is required** as well as an **audition of three choruses on a concert F blues (from a provided track)**. Enrollment is limited and by audition only. Contact Todd Kelly (tkelly@fsmail.bradley.edu) for details on auditioning for this major.	Todd Kelly

Minors (continued)	Faculty
Music Audition Skills Learn how to play or sing an effective audition, including how to learn the music, practice skills, and audition preparation. This course will focus on the required music for ILMEA auditions as well as preparation for college music auditions.	[Alison Meuth](#)
Printmaking Details to come!	[Oscar Gillespie](#)
Public Speaking Find your voice and learn how to make it count! In this week-long focus, you'll master the essentials of confident, effective speaking—crafting messages that connect, engaging audiences with energy, and overcoming stage fright. Guided by expert coaches, you'll practice delivery techniques, vocal variety, and body language while exploring how to adapt your style for different audiences. By the end of the week, you'll have the tools to speak with clarity and confidence in competitions, classrooms, and beyond.	[Andrew Eiola](#) & [David Daye](#)
Web Design Design and build your own personal website, learning essential skills like layout design, color theory, and user experience. By the end of the week, each participant will have a fully functional website to showcase and the confidence to continue their digital design journey.	[Gregory Lynn](#)