

OTS 2016 - Workshops

Time	Name	Type	Thema/Topic	Ort/Location
10:00	Jan Dittrich	Workshop, 2h	Workshop Paper Prototyping	Erdgeschoss, Saal / Ground Floor
10:00	Birgit Marzinka	Workshop, 5h	Roboter mit Scratch und Blockly programmieren	Erdgeschoss, Saal / Ground Floor
10:30	Nicco Kunzmann	Workshop	Arduino Programmierung für Einsteiger mit CoderDojo und OpenTechSchool	Erdgeschoss, Saal / Ground Floor
11:00	Raimo Radczewski, Markus Decke	Workshop und Developer Meetup, 2h	Coding Dojo	Erdgeschoss, Hoflounge / Ground Floor, Hoflounge Room
11:00	Jos Poortvliet	Workshop, 2h	Let's set up our ownCloud with Jos Poortvliet at the OpenTechSummit	Ebene 1, Raum 4 / First Floor, Room 4
14:00	Nicco Kunzmann	Workshop	Python Programmieren für Anfänger	Erdgeschoss, Saal / Ground Floor
14:00	Jenz Steiner	Workshop, 1h	Eigene Radiosendungen machen im 60-minutes Beginner Crash Course mit Audacity / Fast podcast production with audacity	Ebene 1, Raum 1 / First Floor, Room 1
15:00	Ulrike Thalheim, Moritz Beber	Workshop, 1/2 h	metacollect - an open data service for refugee & integration projects	Erdgeschoss, Hoflounge / Ground Floor, Hoflounge Room
15:30	Stephen Kovats, Mbisimo Emmanuel	Workshop, 1/2 h	#peacehackcamp @jHUB_Juba	Erdgeschoss, Hoflounge / Ground Floor, Hoflounge Room
16:00	Toon Peters	Workshop, 2h	Let's get a network version of the snake game running using picoTCP on a Cortex M3	Ebene 1, Raum 1 / First Floor, Room 1
16:00	Raimo Radczewski, Markus Decke	Workshop und Developer Meetup, 2h	Coding Dojo	Erdgeschoss, Hoflounge / Ground Floor, Hoflounge Room