# 🏕️ November 6–7 Camp Schedule

### Theme: Exploring Innovation, Collaboration, and Hands-On Learning

**Location:** Multi-room Creative Hub (Rooms A–E)
**Dates:** Thursday, November 6 – Friday, November 7
**Audience:** Developers, Designers, Engineers, and Innovators
**Organized by:** The Innovation Learning Council (ILC)

---

## 🌅 Day 1 — Thursday, November 6

| Time | Room | Session Title | Speaker(s) | Description |
| ---------------- | ----------- | ---------------------------------------------- | ---------------------------- | ------------------------------------------------------------------------------------------------------------------------------------------------------------------------------- |
| **09:00 – 09:30** | _All Rooms_ | **Opening Talk: Q&A + Intro** | Camp Committee | Kick off the camp! The organizers introduce the program, welcome participants, go over logistics, and set the tone with a short motivational video showcasing prior years' projects. |
| **09:30 – 10:30** | Room A | **Frontend Archetype Exploration (part 1)** | Dhrupati Paul Chowdhury | Participants dive into architecture and UI concept patterns for frontend development. Includes group brainstorm exercises and early-stage prototyping sneak peeks. <br> _Max: 20 pax_ |
| **09:30 – 10:30** | Room B | **Build Your Own SaaS** | Walter Thaler | Hands-on demo showing how to create a mini SaaS app using **Gmail** and **Cloud Tools**. Participants will develop, deploy, and understand the operational model behind SaaS stacks. <br> _Ideal for developers & tech entrepreneurs._ |
| **09:30 – 10:30** | Room C | **Consulting Strategy** | Jochen | Deep discussion on what defines great client experiences in consulting, including case stories, stakeholder management, and agile delivery principles. <br> _Max: 12 pax_ |
| **09:30 – 10:30** | Room D | **Kanban (Part 1)** | Ruxhiet, Pheercham, Sharmaine | Introduction to Kanban board design and flow simulation exercises. Learn how real-life teams manage workloads visually to increase transparency. <br> _Max: 24 pax_ |

| **09:30 – 10:30** | Room E | **Robocode Bot Challenge Tournament (part 1)** | Sandy & Team | Start designing your first bots using the Robocode IDE! Learn bot behavior scripting in Java to compete against others in simulated battles. <br> _Max: 16 pax_ |

---

| **10:30 – 10:50** | ☕ _Coffee Break_ | Relax, network, grab some snacks, and get ready for the next tracks. |

---

| Time | Room | Session Title | Speaker(s) | Description |
| ---------------- | ------ | ----------------------------------------------- | --------------------------- | ----------------------------------------------------------------------------------------------------------------------------------------- |
| **10:50 – 12:00** | Room A | **Frontend Archetype Exploration (part 2)** | Dhrupati Paul Chowdhury | Continuation of the previous session – now with live builds and component optimization. A focus on leveraging reusable UI archetypes in complex frontend systems. |
| **10:50 – 12:00** | Room B | **Color Styles in Communication** | Jochen, Eric | Learn the psychology of color and tone in corporate communication. Practice tailoring presentations and designs for different audiences. |
| **10:50 – 12:00** | Room C | **Managing Multilayer Python Codebases** | Russell, Joachim | Hands-on exploration of how Python project layers are organized in adaptive modern pipelines. Learn practical modularization, code cohesion, and integration strategies. <br> _Max: 20 pax_ |
| **10:50 – 12:00** | Room D | **Kanban (Part 2)** | Ruxhiet, Pheercham, Sharmaine | Participate in mock Kanban stand-ups and learn workflow optimization. Explore metrics for measuring team throughput and lead time. <br> _Max: 24 pax_ |
| **10:50 – 12:00** | Room E | **Robocode Bot Challenge Tournament (part 2)** | Sandy & Team | Continue coding your bots. Battle mode opens with demos of advanced AI logic and competition setup. <br> _Max: 16 pax_ |

---

| **12:00 – 13:00** | 🍽 _Lunch Break_ | Enjoy a curated buffet lunch and network with fellow attendees. |

---

| Time            | Room   | Session Title
| Speaker(s)      | Description
|
| --------------- | ------ |
-------------------------------------------------- | --------------- |
--------------------------------------------------------------------------------
--------------------------------------------------------------------------------
------------------------ |
| **13:00 – 15:00** | Room A | **Hands-On App-Building: Agile to App Launch**
| Claudio / Sheila | Teams collaborate on lightweight applications from idea to
prototype using an agile sprint format. Concepts include MVP design, component
reusability, and customer-first thinking. <br> _Max: 20 pax_ |
| **13:00 – 15:00** | Room B | **DevOps: Build Like a Designer**
| Claudia / Sheila | Participants discover cross-disciplinary development strategies
that merge engineering efficiency with design sensibility. Includes interactive DevOps
toolchain exploration.                    |
| **13:00 – 15:00** | Room C | **All Hands-on Hackathon — Spiekeroog Edition (part
1)** | Thomas Schulz   | Join a time-bound micro hackathon with themed challenges.
Form mini-teams, brainstorm ideas, and get real-time feedback from mentors. <br> _Max:
28 pax_                                    |
| **13:00 – 15:00** | Room D | **Panel — Offering Session 1**
| Thomas Schulz    | A guided offering and ideation discussion panel. Topics include
digital collaboration, change management, and service design.
|
| **13:00 – 15:00** | Room E | **Photoshoot & Social**
| Media Team       | Candid and professional portraits for participants. Smile, pose,
or bring props — your official camp ID photo will be printed later! <br> _Starts at
14:45_                                      |

---

| **15:00 – 15:20** | ☕ _Coffee Break_ | Quick refreshments and networking. |

---

| Time            | Room   | Session Title
| Speaker(s)      | Description
|
| --------------- | ------ |
-------------------------------------------------- | --------------- |
--------------------------------------------------------------------------------
--------------------------------------------------------------------------------
------------- |
| **15:20 – 17:00** | Room A | **Hands-On App-Building: Agile to App Launch (part 2)**
| Simon Verhoeven  | Continue your project from earlier sessions. Teams refine UX, add

backend APIs, and prep their projects for the camp showcase.
|
| **15:20 – 17:00** | Room B | **Discovery Workshop**
| Christina       | Interactive group workshop on problem discovery and reframing. Attendees will define project scopes and explore human-centered research techniques.
|
| **15:20 – 17:00** | Room C | **All Hands-on Hackathon — Spiekeroog Edition (part 2)** | Kevin Lin       | Teams finalize their hackathon submissions before time runs out. Expect tight collaboration and last-minute debugging! <br> _Max: 28 pax_
|
| **15:20 – 17:00** | Room D | **Panel Discussion**
| Various Speakers | Moderated discussion on industry challenges and innovation culture. Topics include: "AI-enablement of teams," "Future agile frameworks," and "Design at scale." <br> Q&A session follows. |

---

| **17:00 – 19:00** | 🎉 _Free Time & Dinner_ | End of Day 1 — Unwind, explore, or join informal evening discussions. Dinner provided. |

---

## 🌄 Day 2 — Friday, November 7

| Time             | Room            | Session Title
| Speaker(s)     | Description
|
| ---------------- | --------------- |
---------------------------------------------- | ------------- |
------------------------------------------------------------------------------------------
----------------------------------------------------------------------- |
| **09:00 – 09:30** | _All Rooms_      | **Day 2 Welcome & Highlights**
| Camp Committee | Recap of Day 1 achievements and preview of today's competitive and collaborative activities.
|
| **09:30 – 12:00** | Room C          | **Robocode Bot Challenge Tournament (Finals)** | Sandy & Team   | Morning finals for the Robocode competition! The top-performing bots from each round battle in elimination mode for the title of _Ultimate Bot Champion!_ 🏆 |
| **09:30 – 12:00** | Room D          | **Panel — Offering Session 2**
| Pricila Ang    | Thematic discussion focusing on leadership, product-market fit, and user empathy in engineering.
|
| **09:30 – 12:00** | Room E          | **Team Group Activity**
| Outdoor Team   | Large-scale collaborative exercise emphasizing teamwork, creativity, and leadership under time pressure. Perfect team-building sendoff.
|

| **12:00 – 13:00** | 🍽 _Lunch Break_ | Shared communal lunch and reflection time. |

---

| **13:00 – 15:00** | Room A | **Hackathon Demo Presentations** | Judges & Mentors | Showcase your projects! Each team presents their prototype with a short pitch and Q&A. Judges provide instant feedback & recognition. |
| **15:00 – 16:00** | _Main Stage_ | **Closing Remarks & Awards Ceremony** | Organizing Committee | Celebrate the best teams, highlight learning outcomes, and take a group photo to conclude the camp adventure. |
| **16:00 onwards** | — | **Wrap-Up & Departures** | — | Thank you for joining! Certificates of participation distributed. Optional transport coordination available. |

---

## 🧩 Additional Information

- **Wi-Fi Network:** CAMP-GUEST / Password: `innovate2025`
- **Slack Workspace:** `camp2025.slack.com`
- **Support Desk:** Open 9 AM – 5 PM (Room F)
- **Requirements:** Bring your laptop, charger, and good vibes! 🚀
- **Code of Conduct:** Respect, collaborate, and share ideas freely.

---

### Demo Notes (For Internal Demo Agent Use Only)

- Populate session descriptions dynamically for personalization demos.
- Auto-assign mentors or speakers via persona simulation.
- Enable "live updates" with markdown refresh commands.
- Session feedback simulation can be run via JSON file injection to test interactivity.

---

© 2025 Innovation Learning Council. All rights reserved.