



MFA Design and Technology

Summer 2017 Bootcamp

Code Section

Teaching fellows

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Bootcamp Website

bootcamp.parsons.edu/2017

Schedule

Week 1	Curriculum 3:30 - 6:00
Mon Day 1	<p>Intro to code, processing, pseudocode Variables, functions</p> <p>Homework:</p> <ol style="list-style-type: none">1. check tutorials and use tutorials to draw shapes on your own2. Video: Shiffman - Github for Poets
Tue Day 2	<p>Basics to how a computer works Declaration, state machine, operators, booleans If statement, conditionals</p> <p>Homework:</p> <ol style="list-style-type: none">1. variables & draw shape: imitate an existing picture, console logging stuff2. Paper program - text adventure<ol style="list-style-type: none">a. Write storyline

Wed Day 3	<p>Interactive input & Importing assets Questions/Workshop “This is a great time to ask questions about your text adventures” Github App</p> <p>Homework:</p> <ol style="list-style-type: none"> Two stages of text adventure game with an input (either Mouse or keyboard)
Thur Day 4	<p>Built-in Functions & user defined functions Flow chart Workshop/group work: logic flow chart</p> <p>Homework:</p> <ol style="list-style-type: none"> Work on text adventure at least three levels <ol style="list-style-type: none"> 3 stages Add a function Add pictures Make Slides
Fri Day 5	<p>Text-Adventure Game Presentations with slide deck (9 min/p, including feedback and 3 minutes feedback)</p> <p>Homework:</p> <ol style="list-style-type: none"> customize functions and write functions that return values and print in console log Quiz
Week 2	Curriculum
Mon Day 6	<p>Review quiz Arrays & For Loops Introduce Final</p> <p>Homework:</p> <ol style="list-style-type: none"> Create patterns using for loop and arrays Paper program Final <ol style="list-style-type: none"> Think of final concept
Tue Day 7	<p>Animation: Physics & Vectors & Trigonometry In class work time and questions</p> <p>Homework:</p> <ol style="list-style-type: none"> Take a previous sketch and make the shapes move. Paper program Final <ol style="list-style-type: none"> Think of final concept

Wed Day 8	<p>Table Crit of Final: paper programming/final Classes + objects</p> <p>Homework:</p> <ol style="list-style-type: none"> 1. Pseudo code and MAKE a class.
Thur Day 9	<p>Classes + objects</p> <p>Homework:</p> <ol style="list-style-type: none"> 1. Continue to think about concept for the final, pseudocode the class and flow chart of your final. 2. Make slides
Fri Day 10	<p>Midterm Presentation: proposal of final Requirement : choose a library that you can use for your final, use customized class</p> <p>Homework:</p> <ol style="list-style-type: none"> 1. Start first draft of Final 2. Quiz
Week 3	Curriculum
Mon Day 11	<p>Library Day</p> <p>Homework:</p> <p>Work on Final and start building your class</p>
Tue Day 12	<p>Terminal Workshop</p> <p>Homework:</p> <p>Work on final and start slides</p>
Wed Day 13	<p>Workshop</p> <p>Homework:</p> <p>Finish Final Make Slides</p>
Thur Day 14	Practice Presentations
Fri Day 15	Final Presentations