

# Adam Thomas

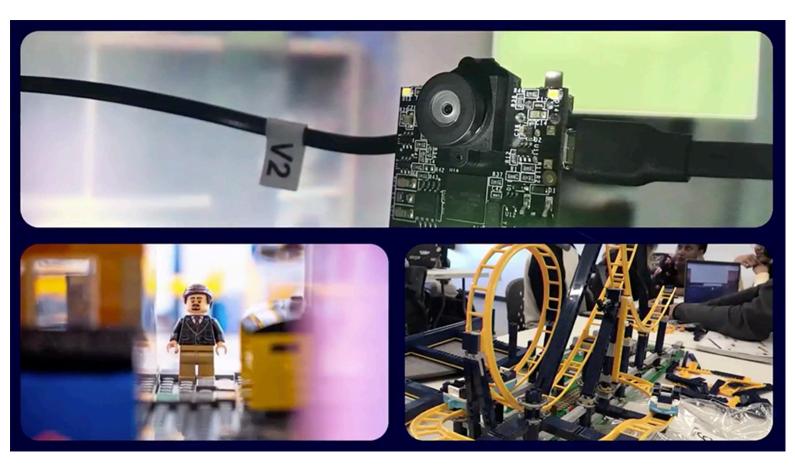
# I Teach Code!

Self-taught full-stack developer.

Learning code and teaching code at Humber Polytechnic, Toronto, Canada.



### BrickMMO Receives Innovation of the Year Award



The BrickMMO project receives the Innovation of the Year award from the <u>League for Innovation in the Community College</u> representing Humber Polytechnic

Resources: <u>League of Innovation</u> | <u>BrickMMO</u>

Date: June 10th, 2024

Innovations 2024 - League for Innovation





The BrickMMO Smart City provides students with a physical sandbox to apply their trades, collaborate with students from other programs, and learn through play.

#### QUESTIONS

What will post-secondary student versat will post-secondary student perceptions be when using a LEGO® constructed smart city to simulate real-life application of programming concepts?

How do students feel about the

How does the use of a LEGO smart city



#### **RESULTS**









\$85,000+ in funding



400+ pounds of LEGO®



4000+ hours of participation

#### **PROJECTS**

#### AI GENERATED RADIO STATION Radio station using Open Al and Google Text-to-Speech Al. 20 Students | 1 Capstone | 1 Hackathon <u>6</u> 6

Working GPS system using the LEGO<sup>1</sup> Mindstorms EV3 and Pixy2 cameras. Web Development





#### WIRELESS CHARGING

Wireless charging stations using the LEGO\* Spike, LEGO\* Essentials, and student designed inductive charging pads.

4 Students | 4 Paid Student Positions Web Development Electrical Engineering

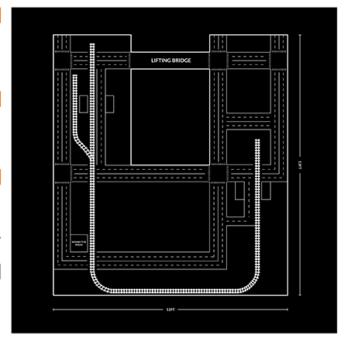




#### OTHER PROJECTS

- · Autonomous Driving Cars
- Lifting Bridge/Traffic Systems
   Automated Trains and Tracks
- Financial System/Blockchain
- · Automated Fulfillment System







80% Found working with the Smart City their most engaging activity.





Ran a workshop called Smart City built with LEGO Bricks at the League for Innovation conference in Pine Grove, California, USA.

Resources: Innovations 2024 Date: March 18th, 2024

### Humber Logo and LEGO Greeble





### **LEGO® Smart City**



**BRICKMMO** 

A Smart City built entirely using LEGO®. This city is used as a playground to learn code and develop systems such as GPS, a power grid, street view, wayfinding/mapping, and autonomous driving vehicles from scratch.

This research project is looking at post-secondary student perspective on using LEGO to learn code. It is funded by the <u>Humber Cultivate Research and Innovation Fund</u>.

Resources: <u>BrickMMO</u> | <u>BrickMMO Hubs Python</u> | <u>BrickMMO Hackathon Results</u> | <u>Humber Cultivate Research and Innovation Fund</u> Date: November 21st, 2022

Humber B2C Lab

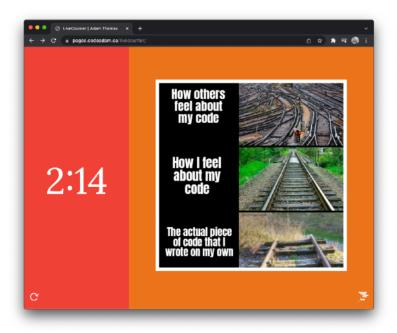


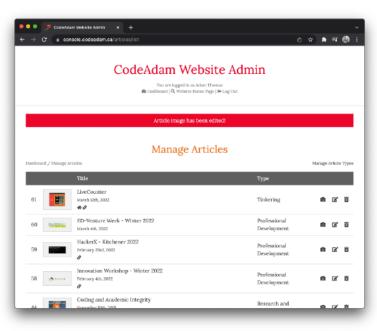


Humber Polytechnic has established a Broadcast-Broadband Convergence B<sup>2</sup>C Lab to explore the Advanced Television Systems Committee (ATSC) 3.0 television broadcast standard. This is the first of its kind in Canada.

Resources: <u>Humber B<sup>2</sup>C Lab</u> Date: October 12th, 2022

### LiveCounter

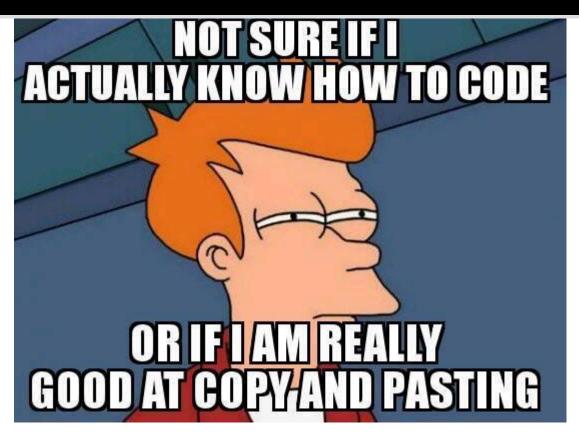




A web based application to automatically generate a timer and a slideshow of related programming memes based on the class topic. This application is used as a countdown time before class starts or during in-class lab time.

Resources: <u>LiveCounter</u> Date: March 12th, 2022





Created an online asynchronous course on coding, plagiarism, and academic integrity.

This course reviews the circumstances in which code can and cannot be copied, how to properly cite code, and the difference between common licenses (MIT, Creative Commons, etc...).

Resources: <u>Academic Integrity</u> Date: November 16th, 2021

### LiveCode Visual Code Studio Extension

```
Contact-form.php X

DENCORER

What having outlast-form.php X

DENCORER

CONTACT-from.php

CONTACT-from
```



The LiveCode extension is available in the Visual Studio Code Marketplace.

Resources: Visual Studio Code | LiveCode Visual Studio Code Plugin

Date: October 10th, 2020

## A Case Study of Pedagogical Approaches Teaching Code in Postsecondary Education



Conducting a research project in the Winter semester of 2020: <u>A Case Study of Pedagogical Approaches</u> <u>Teaching Code in Postsecondary Education</u>.

Resources: <u>Humber Polytechnic</u> | <u>Otago Polytechnic</u> | <u>Otago University</u> | <u>VIA University College</u> | <u>Fontys</u> | <u>Juno College</u> Date: February 27th, 2020

### **Teaching Portfolio**











**Teaching** 

Research

**Speaking** 

**Professional** 

<u>About Me</u>













**Learning** 

**Tools** 

Server Setup

**EV3 Resources** 

**Tinkering** 

