



hackBCA III

April 02-03, 2016 // hackbca.com

Hackers who are registered for the paths will have first priority in path workshops

HTML XDK

By Intel

Auditorium - 4:15 to 5:00 PM

Create HTML5 apps and deliver them to multiple app stores and form factors

Getting Started w/ ActiveFloor

By Brett Kuehner (BrightLogic)

Commons - 4:30 to 5:30 PM

Learn how to develop for the ActiveFloor, an interactive floor tile that reacts to touch and weight.

See the action floor in action: <http://bit.ly/ActiveFloor>

Core iOS Session

By Jeremy (Make School)

RM 138 - 4:30 to 11:00 PM

Learn the iOS basics as part of the iOS path.

Persuasive Tech I

By Dr. Teplow (IWE)

RM 134 - 4:30 to 5:30 PM

Learn about self improvement and improving others around you through the “Code for Good” path.

Intro to Arduino

By Mr. Liva & Dr. Reeves (BCA)

RM 136 - 4:30 to 5:30 PM

For beginners trying to learn more about Hardware.

The Basics

By Tim Lupo / Neel Patel-Shah (hackBCA / Unicorn Foundry)

RM 110 - 4:30 to 5:30 PM

Learn the very basics of programming in python as part of the Web Dev path.

Real Sense

By Intel

RM 136 - 5:30 to 6:30 PM

Intel® RealSense™ camera fits remarkable technology into a small package. There are three cameras that act like one—a 1080p HD camera, an infrared camera, and an infrared laser projector—they “see” like the human eye to sense depth and track human motion. Intel® RealSense™ technology redefines how we interact with our devices for a more natural, intuitive and immersive experience, supported by the powerful performance of Intel® processors. Recommended: experienced hackers only.

Gettting Started w/ OptiTrack

By Brett Kuehner (BrightLogic)

Commons - 5:45 to 6:30 PM

Put a marble-sized reflective marker on any solid object and track its position and rotation to the millimeter level in real time. You can then attach objects in Unity to that tracking information. Basically: move something around in the real world and it will move around an object in Unity as you do it.

Frontend

By Jay Mo & Su Min Kim (hackBCA)

RM 110 - 5:45 to 6:45 PM

Learn HTML / CSS and UI/UX principles as part of the Web Dev path.

The Internet of Things and the Arduino

By Mr. Liva & Dr. Reeves (BCA)

RM 136 - 7:30 to 8:30 PM

Learn about IoT.

Persuasive Tech II

By Dr. Teplow (IWE)

RM 134 - 8:00 to 9:00 PM

Learn advanced persuasive design as it relates to the “Code for Good” path.

Flask

By Jared Zoneraich (hackBCA)

RM 110 - 8:00 to 9:00 PM

Learn basic Flask web app design as part of the Web Dev path.

iOS Design

By Jeremy and co (Make School)

RM 134 - 8:30 to 9:30 AM (Sunday)

iOS design workshop for iOS path and anyone interested.

Azure Machine Learning

By Heather Shapiro (Microsoft)

RM 134 - 9:15 to 10:30 PM

Introduces students to the platform using a Titanic dataset that will predict whether or not a passenger would survive. Students will learn how to look at a data science/ machine learning problem, find places to get data, how to use the AzureML platform and learn different machine learning techniques that allow us to do such a prediction.

UX Speed Talk

By Goldman Sachs

RM 134 - 9:15 to 10:30 PM

Introduces students to a checklist of tips to develop usable, well-designed app

Intro to Github Pages

By Yash Gurditta (hackBCA)

RM 134 - 9:15 to 10:30 PM

The Intro to GitHub Pages Workshop will teach new web developers how to get their local html and css files on the web.

How to Use APIs

By Twilio

RM 110 - 9:30 to 10:30 PM

Learn basic RESTFuL api usage and design as part of the Web Dev path.

Single Board Computers, Linux, Sensors, and Control

By Da Xue

RM 136 - 10:00 to 10:45 PM

In this workshop, we will be working with a variety of sensors on Linux and using higher level languages to process sensor data. We will also go over the basics of working with motors and servos.