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.

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™ technology1 redefines how we interact with our devices for a more natural, intuitive and immersive experience, supported by the powerful performance of Intel® processors.

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

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 realtime. 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.

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.

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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.

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.

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.

The Basics
By Tim Lupo / Neel Patel-Shah (hackBCA / Unicorn Foundry)
RM 110 - 4:30 to 5:30 PM
The very basics of programming in python.

Frontend
By Jay Mo & Su Min Kim (hackBCA)
RM 110 - 5:45 to 6:45 PM
HTML / CSS and UI/UX principles.

Flask
By Jared Zoneraich (hackBCA)
RM 110 - 8:00 to 9:00 PM
Basic Flask web app design

How to Use APIs
By Twilio
RM 110 - 9:30 to 10:30 PM
Basic RESTFuL api usage and design.

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 Internet of Things and the Arduino
By Mr. Liva & Dr. Reeves (BCA)
RM 136 - 7:30 to 8:30 PM
Learn about IoT.