WIT Summer Camp Schedule – 6-9th June 2017

We are delighted to welcome you to the 2017 Waterford Institute of Technology Computing Summer Camp.

- **What:** 2017 Waterford Institute of Technology Computing Summer Camp.
- **When:** From Tuesday 6th June until Friday 9th June
- **Time:** 9.30-3.30
- **Where:** At our Cork Road Campus. We advise arriving at the college for 9.15am on Tuesday and assembling in the foyer of the main building. You will be greeted on your arrival by our support team.
- **Bring:** Students can either bring a packed lunch or buy snacks / hot meals on site.
- **Schedule:** A full schedule of events is listed below.

	Tuesday	Wednesday	Thursday	Friday
9:30-12:30	3D Animation	Build a computer workshop	Coding	Internet of Things
12:30-1:15	Lunch	Lunch	Lunch	Lunch
1:15-3:30	Audio and Video Development	Web Development	Games Development	Technology Demos

Tuesday – IT101
Welcome / Registration 9.30-10.00

3D Modelling & Animation—Pat McInerney, Michael McMahon
3D Digital Animation is used in a wide range of industries today. From the obvious areas of Film, TV and Games to the more applied areas of Advertising and Architecture. We introduce students to the technologies used to both create 3D content and to then animate these assets.

Video Production—Brenda O'Neill, Jacqui Woods O'Brien
This is a compact from script to screen course. The students will have an introduction to the process involved i.e scripting, storyboarding, capturing footage, editing and enhancement of the video before rendering it and uploading it to youtube.

Wednesday – FTG24 – IT101

Build your own computer/What's a Raspberry Pi-Rob O'Connor, Richard Frisby
Students will configure their own Pi and explore some of the many uses that can be made of a Pi. A Raspberry Pi is a credit-card-sized, single-board computer (which is a complete computer built on a single circuit board, with microprocessor(s), memory, input/output (I/O) and other features required of a functional computer)
Build a Computer:
We'll look at the components of a computer and how they work together: processor, hard drive, network, etc. We'll also discover the relationship between software and the hardware. Then we'll put it all together by building a fully functioning PC out of a Raspberry Pi, which is a €35 piece of hardware and free software.

Web Development—Deirdre O'Halloran & Richie Lyng
"People using facebook are creating web content all the time - in the web development camp we will go behind the scenes of the web and get the students exploring the codes that make up the web - introducing fun an creative ways of building web pages like a programmer would".

Thursday – FTG24 – IT102

Coding—Siobhan Drohan, Rosanne Birney
We will use Scratch to teach the basics of programming. At the end of the three hours, you will be able to write simple programs that do something when you click a mouse button, or press a key on the keyboard. As computers are very good at repetition, we will also show you how to write programs that can repeat an action a certain number of times.

Game Development—Patrick Felicia, Brendan Lyng
This workshop will introduce attendees to game development using Game Maker, a software that makes it possible for users to implement common features and programming structures found in video games, using drag and drop, and with no prior coding experience required.

Friday – IT118 – FTG23

IoT—Frank Walsh, Maker Space
The Internet of Things connects all sorts of smart devices, for example fridges to cars, to the internet. In this session you will program an interactive device, called a micro-controller, that can sense and respond to the physical world, for example automatically water your plants if they get too dry!

Technology Demonstrations – Demonstrations and participatory events show casing latest technologies and software