

Schedule

Day 1 – Tuesday, August 14		9:00 a.m. - 11:30 a.m. Registration – St. Paul's	
Session 1	Selection A	Selection B	Selection C
1:00 p.m. 3:30 p.m.	Exploring Memory from Hardware to Heaps <i>(Lab)</i> <i>Sandy Graham</i>	Using GitHub in the Classroom Part I <i>(Lab)</i> <i>Christina Kemp Cathy Leung</i>	Engineering Project Part I <i>(Lab)</i> <i>John Rampelt</i>
Session 2	Selection A	Selection C	
3:45 p.m. 5:30 p.m.	Advanced CS Concepts: Applications of Fibonacci <i>(Lab)</i> <i>J.P. Pretti</i>	Engineering Project Part II <i>(Lab)</i> <i>John Rampelt</i>	

Day 2 – Wednesday, August 15			
Session 3	Selection A	Selection B	Selection C
9:00 a.m. 10:30 a.m.	Game Development Fundamentals Using C#/Visual Studio <i>(Lab)</i> <i>Norbert Mika</i>	Project Management <i>(Lecture)</i> <i>Andrew Seidel</i>	Exploring the Wonders of Working with Motors for FREE <i>(Lab)</i> <i>Michael Chan</i>
Session 4		Selection B	
10:45 a.m. 12:15 p.m.	Data Visualization <i>(Lecture)</i> <i>Luigi Sobara</i>		
12:15 – 1:15	Lunch		
Session 5	Selection A	Selection B	Selection C
1:15 p.m. 2:45 p.m.	Machine Learning <i>(Hands-on)</i> <i>Sam Scott</i>	Gradeless in ICS <i>(Lecture)</i> <i>Andrew Seidel</i>	Exploring the Innovation Design Process <i>(Hands-on)</i> <i>Luke Persaud</i>
Session 6		Selection B	
3:00 p.m. 4:30 p.m.	Improving the CEMC Resource Repository <i>(Roundtable)</i> <i>Peter McAsh</i>		

Day 3 – Thursday, August 16			
Session 7	Selection A	Selection B	Selection C
9:00 a.m. 12:00 p.m.	Visual Problem Solving <i>(Lab)</i> <i>Russell Gordon</i>	Using GitHub in the Classroom Part II <i>(Lab)</i> <i>Christina Kemp Cathy Leung</i>	Can Playing with Lego be Educational? <i>(Lab)</i> <i>Kristin Mogg Clark Chernak</i>
12:00 – 1:00	Lunch		
1:00 - 2:00	Wrap up and Resource Sharing		