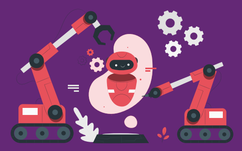
STAGE 2 - PREPARATION



WEEK	SESSION	ROBOTICS	HOME AUTOMATION	CODING	GAME DEV	APP DEV
WEEK 1	SESSION 1	Ras Pi	Introduction to Arduino	Introduction to Computers, Operating System	Introduction to 2D & 3D Gaming	Introduction to App Dev
WEEK 2	SESSION 2	Arduino	Basic Electronics & Circuits	About IP, Internet & Browsers	Intro to Game Dev using Block Programming	HTML 5 - I & II, CSS
WEEK 3	SESSION 3	Hardware 1 & 2	Introduction to Arduino IDE & computer interfacing	Introduction to Front & Back End, HTML & CSS	Characters - Design, Live, Interaction	Pure JS, J Query, D3, Angular JS
WEEK 4	SESSION 4	Servo Control	Introduction to embedded learner board	Introduction to Python / PHP	Introduction to C#	Introduction to RDBMS
WEEK 5	SESSION 5	L293D + DC motor	Introduction to Programming	Introduction to Syntax, Variable, String, Arrays	Number, Strings, Variables	Introduction to DJANGO - I
WEEK 6	SESSION 6	Gesture Recognition	Introduction to Sensors	Front end, Back End, IDE, Libraries & API	Loops, Functions, Arrays	App Layouts & Design (UI, Buttons)
WEEK 7	SESSION 7	Sensors & Communication	LOOPS	Introduction to CMS - Drupal, Wordpress, Magento	Player Scripting & Animation	Slide Bar Inputs, Free Draw
WEEK 8	SESSION 8	3D printing - I & II	Digital Vs Analog Sensor	Introduction to GIT	Programming Hazard's movement & Managing Player Damage	Text to Speech, Audio Playback
WEEK 9	SESSION 9	Design Process	Embedded Learner Board Activity 1	Introduction to OOP	Adding UI, Main Menu & Lose Screen	Adding UI, Main Menu & Lose Screen
WEEK 10	SESSION 10	Design Tools	Embedded Learner Board Activity 1	Introduction to SAAS, PAAS, LAAS	Adding Sound, Music & Dash Move	Library & Using Phone's Hardware
WEEK 11	SESSION 11	Product Research	Embedded Learner Board Activity 1	Introduction to SWIFT	How to Publish	Launching on iOS & Android
WEEK 12	SESSION 12	Evaluation 1	Evaluation 1	Evaluation 1	Evaluation 1	Evaluation 1
WEEK 13	SESSION 13	Evaluation 2 (Optional)	Evaluation 2 (Optional)	Evaluation 2 (Optional)	Evaluation 2 (Optional)	Evaluation 2 (Optional)