CREATIVE COMPUTATIONAL THINKING THROUGH GAME PROGRAMMING

Education Without Frontiers Master Class November 24 - 26, 2014 Jyväskylä, Finland



COMPUTATIONAL THINKING THROUGH GAME PROGRAMMING

- The objective of this master class is to introduce students to the discipline of computing and nurture Creative
 computational thinking
- The master class includes training on problem solving and hands-on tutorials on programming computer games



WHAT STUDENTS WILL LEARN

- During the three-day workshop the students will learn how to design and create their own computer
 games and how to continue making games on their own.
- This master class also motivates the interconnection between **computer science**, mathematics and other high school science subjects.



TIMETABLE

- Nov 24 Master class starts
- Nov 25 Master class continues. Visit to the University of Jyväskylä, faculty of Information Technology.
- Nov 26 Master class ends. Students vote for the best game award.
- Each day includes 5-6 working hours. You can work with your pair or alone.
- Earlier knowledge on programming is **not required**.

MATERIAL & PRE-TASK

- Course material will be available on the internet later.
- As a pre-task you are encouraged to familiarize yourself with programming by doing the "Intro to JS: Drawing & Animation" chapter from Khan Academy: https://www.khanacademy.org/computing/cs/programming

COST & PRACTICAL MATTERS

- The Master class is free for students and thay will be accomodated by host families. They also get free school lunch during the working days at school.
- The fee for each teacher participating is 300 euros mainly to cover the accomodation costs.

• WELCOME to Jyväskylä!