iOS Camp Schedule: August 1 – 12, 2011

Week 1

August 1, 2011 **338 Johnston Hall**	9:30 AM – Welcome Address Dr. Brygg Ullmer, Associate Professor, Department of Computer Science and CCT
	10:00 AM – Introduction to Mobile Apps Platforms
	11:00 AM – Mobile Apps Business Market and Models
	Noon – Lunch on your own
338 Johnston and 307 Frey	1:30 PM – Introduction to Operating Systems Desktop/Mobile
	2:00 PM – Introduction to Apps Usage
	2:30 PM – Break
	3:00 PM – Introduction to Mac OS X
August 2, 2011 **ALL meet in 338 Johnston**	9:30 AM – Software Development for the iPad, iPhone and iPod Touch *Steve Hayman, National Consulting Engineer, Apple, Inc.*
338 Johnston and 307 Frey	10:30 AM – Introduction to iOS Architecture
	11:00 AM – IDE Tools - X code/Interface Builder
	Noon – Lunch on your own
	1:30 PM – Environment Setup and Configuration
	2:30 PM - Break
	3:00 PM - continue configuration
August 3, 2011 **338 Johnston and 307 Frey**	9:30 AM – Christian Dell (Title to be finalized)
	10:00AM - Basic Languages - C/Objective C
	11:00 AM – Adaptation & Short Exercise
	Noon – Lunch on your own
	1:30 PM – APIs – iOS Framework
	2:30 PM - Break
	3:00 PM – Adaptation & Short Exercise
August 4, 2011 **338 Johnston and 307 Frey**	9:30 AM – Colby Jordan, Research and Advanced Computing, CCT, LSU
	10:00AM – Design Patterns – MVC, Delegation and Notification
	11:00 AM – Adaptation & Short Exercise

	Noon – Lunch on your own
	1:30 PM – iPhone Human Interface Guide (HIG)
	2:30 PM - Break
	3:00 PM – Adaptation & Short Exercise
August 5, 2011 **338 Johnston and** **307 Frey**	9:30 AM – Dr. Joel Tohline, Director, Center for Computation & Technology, LSU
	10:00 AM - Foundation Framework – Backend Coding
	Noon – Lunch on your own
	1:30 PM – Adaption, Interaction and Group Discussion
	2:30 PM - Break
	3:00 PM - Continue Discussions

Week 2

August 8, 2011 **338 Johnston and** **307 Frey**	9:30 AM – Being Awesome, One Build at a Time Logan Leger, Founder+CEO, NewAperio, LLC
	10:30 AM – User Interface Kit - Concepts
	Noon – Lunch on your own
	1:30 PM – User Interface Kit - Coding
	2:30 PM Break
	3:00 PM – Adaption & Short Exercise
August 9, 2011 **338 Johnston and** **307 Frey**	9:30AM – Jesse Allison, Assistant Professor of Experimental Music & Digital Media - School of Music and CCT, LSU
	10:00AM - Views and Controllers
	Noon – Lunch on your own
	1:30 PM – Grand Revision and Dividing in to Groups
	2:30 PM Break
	3:00 PM Group Discussions
August 10, 2011 **338 Johnston and** **307 Frey**	9:30 AM – Harnessing Computational STEAM with iOS/Android, TouchOSC, and ~20 lines of code – Dr. Brygg Ullmer,
	10:00AM – Simple App Ideas Collection from Groups
	Noon – Lunch on your own
	1:30 PM –Ideas Presentation (10 minutes each group)
	2:30 PM - Break
	3:00 PM – Elect one simple idea to be developed by all groups but each group will present it in a different way
August 11, 2011	9:30 AM – Postcard from Silicon Valley Dr. Meg Withgott, Guillaume Ardaud: Panafold & LSU CS+CCT 10:00 AM - Simple App Development under supervision and mentorship, and porting to mobile devices Noon- Lunch on your own
	1:30 PM – Continue App Development
	2:30 PM – Break
	3:00 PM – Continue work
August 12, 2011 **ALL meet in 338** **Johnston**	9:30 - Groups present Apps developed (10 minutes each)
	11:00 AM - iOS Game Development: Going Native With Unity - Stephen Triche, Firebrand Games

11:30 AM - Concluding Remarks & Certificate Distribution