

SDHXCS Enrichment Classes (才艺课)

Subject (科目): Please select one of the categories	__ Art __ Music __ Sports __ Math __ Chess <u>X</u> computing		
Course Name (课程名称):	3D Game – Intro to Java Programming (Fall 2014) From 11:30am to 1pm		
Teacher Name (教师姓名)	Bitssmart Instructor	Phone	7606878960
		email	info@bitssmart.com
Teacher's background and brief (教师及其简介):	<ul style="list-style-type: none"> • Rion Provus • Bitssmart Instructor • Bachelors of Science in Game Programming, Development, and Design, Cum Laude Coleman University 		
Course brief and Description (课程简述):	This class uses Alice 3, an innovative programming environment to demonstrate how to create 3D games and animation. Designed to be a student's first exposure to object-oriented programming, its 3D graphics and a drag-and-drop interface makes learning programming fun and engaging. It is an easy way to begin learning the Java programming language.		
Course Objectives (课程目标):	Students will learn key 3D game development concepts including game planning, character movement, collision detection, in-game dialogue and playability. They will learn Object-Oriented programming principles in a Java enabled environment.		
Pre-requisite/Student Ages (先决要求/学生年龄要求):	Age: 9-14		

Student Evaluation / Presentation (评分方法 (演出、比赛、展示等)):	Project Demonstration.			
Maximum Number of Students to be Enrolled (最多招生人数限制):	25			
Course Fee (报名费 / 学费): \$220	Registration & material fee	\$220 per session	Special course fee	Do not fill

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Subject (科目): Please select one of the categories	<input type="checkbox"/> Art <input type="checkbox"/> Music <input type="checkbox"/> Sports <input type="checkbox"/> Math <input type="checkbox"/> Chess <input checked="" type="checkbox"/> computing			
Course Name (课程名称):	Java Level I (Spring 2015) From 11:30am to 1pm			
Teacher Name (教师姓名)	Bitssmart Instructor	Phone	7606878960	
		email	info@bitssmart.com	
Teacher's background and brief (教师及其简介):	<ul style="list-style-type: none"> • Rion Provus • Bitssmart Instructor • Bachelors of Science in Game Programming, Development, and Design, Cum Laude Coleman University 			
Course brief and Description (课程简述):	This class provides an introduction to the Java programming language with a focus on procedural programming and quick instruction to Object-Oriented concept.			

Course Objectives (课程目标):	Students will learn key procedural programming methods including variable, loop and condition. They will also learn basic Object-Oriented programming principles including class and object using Java.			
Pre-requisite/Student Ages (先决要求/学生年龄要求):	Age: 10-14 3D Game – Intro to Java Programming is strongly recommended as a prerequisite			
Student Evaluation / Presentation (评分方法 (演出、比赛、展示等)):	Project Demonstration.			
Maximum Number of Students to be Enrolled (最多招生人数限制):	25			
Course Fee (报名费 / 学费): \$220	Registration & material fee	\$220 per session	Special course fee	Do not fill