

Activity: Masterclass	
Title	<b>Motion Capture Demonstration</b>
Date	Friday 11 December 2009
Time	10:00am – 12:00pm
Venue	TBC
Level	Years 12 and 13
Numbers	Maximum 20
Course Content	You've seen it in movies, games and even adverts on television. Motion so detailed that it's almost unreal. It can be mistaken for magic. So how do they do it? More importantly, how can you do it? In this workshop we will uncover some of these secrets and discuss how we can use them to maximise our creativity.

Activity: Masterclass	
Title	<b>Discover Your Powers of Algorithmic Thinking</b>
Date	Wednesday 10 March 2010
Time	1:30pm – 4:00pm
Venue	TBC
Level	Years 12 and 13
Numbers	Maximum 25
Course Content	<p>The session provides you with an opportunity to discover your aptitude for algorithmic thinking (don't worry if you do not know what it is, we'll enjoy introducing you to it!).</p> <p>A hands-on session on Algorithmic Thinking and Programming using simple, interactive and enjoyable examples will provide you with skills to develop your own quick program, game, interactive art or movie and share it with your colleagues.</p>

The School of Computing, Informatics and Media will be happy to arrange alternative dates for the sessions advertised as long as there are sufficient numbers. The School will also be organising specialist speakers throughout the year – please indicate on the booking form if your school would like to receive more information.