

technocamps

Inspiring | Creative | Fun
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www.technocamps.com

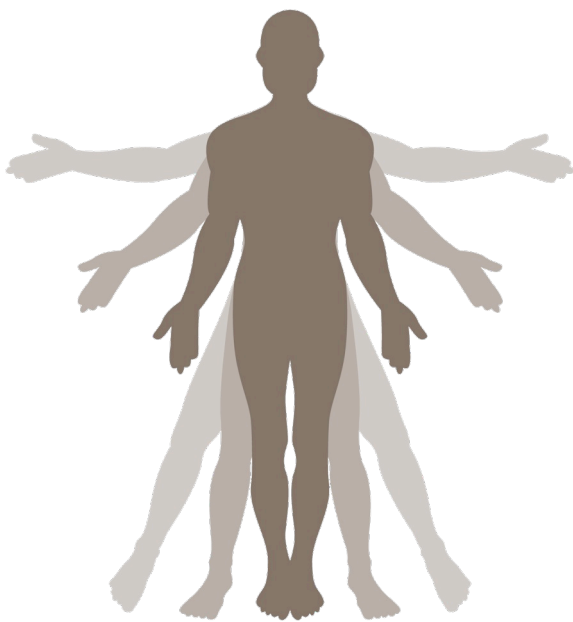


Kinect2Scratch

Kinect2Scratch is an application that can be installed to enable use of the XBOX Kinect sensor to interact with a game created on the Scratch drag and drop programming interface. Kinect2Scratch was developed by Stephen Howell and is available at the following address:

<http://scratch.saorog.com>

Scratch is an excellent introductory interface into the world of programming. Users can learn basic ways of coding without worrying about syntax and problems beginners experience with textual programming. The use of the Kinect sensor increases the fun element to programming your very own game, using your body and actions instead of a mouse pointer and arrow keys.



Skills

- Problem Solving
- Communication
- Improving Own Learning and Performance
- Working with Others
- ICT
- Numeracy
- Creativity

Key Learning Outcomes

- Familiarity with Scratch programming application
- Understand programming with input devices.
- Understand Games Development.
- Create a game with Scratch and the Kinect sensor.

Workshop Outline

- Scratch re-cap.
- Introduction to the Kinect.
- Developing games using Kinect2Scratch.

Why Technocamps?

Technocamps is an exciting project that provides free workshops to young people on programming, robotics, game design, app development and much more... It is about getting young people (11-19) in Wales excited about Computer Science and STEM and challenging them to think about the world around them in a different way.