

# MAKE+THINK+CODE WORKSHOPS SPRING 2018

<b>JAN 10</b>	TECH 170	<b>LASER CUTTER AND ENGRAVER: FUNDAMENTALS</b> <i>Wed Jan 10 5:30PM – 8:30PM</i>
<b>JAN 11</b>	CTE 400	<b>INTERACTIVE AND IMMERSIVE INSTALLATIONS</b> <i>Thu Fri. Jan 11 –12. 10:00AM – 5:00PM</i>
<b>JAN 11</b>	CC 160	<b>UNITY: FUNDAMENTALS</b> <i>Thu Jan 11. 6:00PM - 9:00PM</i>
<b>JAN 13</b>	CTE 393	<b>BUILDING DIGITAL INSTRUMENTS I: INTRO TO SOUND CONTROL</b> <i>Sat, Sun Jan 13 – 14. 10:00AM – 5:00PM</i>
<b>JAN 14</b>	TECH 170	<b>LASER CUTTER AND ENGRAVER: FUNDAMENTALS</b> <i>Sun Jan 14. 2:00PM – 5:00PM</i>
<b>JAN 16</b>	TECH 460	<b>BUILDING AND DEMOLISHING WALLS IN BLENDER AND NUKE</b> <i>Tue Thu Jan 16, 18, 23, 25. 6:00PM – 9:00PM</i>
<b>JAN 17</b>	CTE 360	<b>CREATING FOR MIXED REALITY</b> <i>Wed Jan 17 – May 09. 3:00PM – 5:45PM</i>
<b>JAN 17</b>	TECH 170	<b>LASER CUTTER AND ENGRAVER: FUNDAMENTALS</b> <i>Wed Jan 17 5:30PM – 8:30PM</i>
<b>JAN 17</b>	CTE 300	<b>AUGMENTING THE WORLD WITH LIGHT: PROJECTION MAPPING</b> <i>Wed Jan 17. 6:00PM – 9:00PM</i>
<b>JAN 20</b>	FAB 530	<b>DIGITAL FABRICATION WITH SUPERFAB</b> <i>Jan 20, Feb 3. 9:00AM - 1:00PM + Team sessions</i>
<b>JAN 20</b>	CC 280	<b>ART OF PROGRAMMING</b> <i>Sat Jan 20. 10:00AM – 5:00PM. Sun Jan 21. 1:00PM – 5:00PM</i>
<b>JAN 21</b>	CRE 430	<b>CREATIVE WIREFRAMING (STORY BOARDING UX)</b> <i>Sun Jan 21. 1:00PM – 5:00PM</i>
<b>JAN 24</b>	CTE 392	<b>PROJECTION HACK: IMMERSIVE COLLABORATIVE LIGHT COLLAGE</b> <i>Wed Jan 24. 6:00PM – 9:00PM</i>
<b>JAN 27</b>	DSI 210	<b>PREDICTION, PERSUASION, AND POWER</b> <i>Sat Jan 27. 10:00AM – 5:00PM. Sun Jan 28. 1:00PM – 5:00PM.</i>
<b>JAN 28</b>	TECH 100	<b>DRAWING IN VIRTUAL REALITY</b> <i>Sun Jan 28. 10:30AM – 4:30PM</i>

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<b>JAN 30</b>	CC 300	<b>RECREATING SOL LEWITT IN A DIGITAL ERA</b> <i>Tue Jan 30. Thu Feb 15. Tue Feb 27. Thu Mar 13. 6:30PM – 8:30PM</i>
<b>FEB 6</b>	CC 360	<b>WEBVR/AR: BUILDING AN IMMERSIVE WEB GALLERY</b> <i>Tue Feb 6. 6:00PM – 9:00PM</i>
<b>FEB 7</b>	FAB 330	<b>MAKING AN IMPRESSION: APPROACHES TO STAMP MAKING</b> <i>Wed Feb 7. 6:00PM – 9:00PM</i>
<b>FEB 8</b>	CC 301	<b>PROCESSING FOR MOTION GRAPHICS</b> <i>Thu Feb 8, 22. 6:00PM – 9:00PM</i>
<b>FEB 10</b>	TECH 200	<b>DRAWING IN VIRTUAL REALITY II</b> <i>Sat Feb 10. 10:30AM – 4:30PM</i>
<b>FEB 11</b>	DSI 310	<b>DATA AND SOCIETY</b> <i>Sun Feb 11. 10:00AM – 5:00PM.</i>
<b>FEB 11</b>	CTE440	<b>THE WALLS HAVE EYES: LIVE VIDEO AS A CONTROL SIGNAL</b> <i>Sun Feb 11. 10:00 AM – 5:00PM</i>
<b>FEB 13</b>	CC 360	<b>WEBVR/AR: BUILDING AVATARS WITH WEBAR</b> <i>Tue Feb 13. 6:00PM – 9:00PM</i>
<b>FEB 17</b>	FAB 340	<b>GEARING UP FOR STEAMPUNK</b> <i>Sat Sun Feb 17 – 18. 10:00AM – 5:00PM</i>
<b>FEB 17</b>	CC 260	<b>AN INTRODUCTION TO UNITY3D</b> <i>Sat Sun Feb 17 – 18. 10:00AM – 5:00PM</i>
<b>FEB 20</b>	CC 360	<b>WEBVR/AR: MIXED REALITY NETWORKS</b> <i>Tue Feb 20. 6:00PM – 9:00PM</i>
<b>FEB 21</b>	TECH 290	<b>AN IN-DEPTH INTRODUCTION TO SYNTHESIS</b> <i>Wed Feb 21, 28. 6:00PM – 9:00PM</i>
<b>FEB 24</b>	TECH 241	<b>ARDUINOS AND MICROCONTROLLERS: FUNDAMENTALS</b> <i>Sat Feb 24. 10:30AM – 4:30PM</i>
<b>FEB 25</b>	CTE461	<b>REALTIME SKELETON ANIMATION WITH UNITY</b> <i>Sun Feb 25. 1:00 – 5:00PM</i>

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<b>FEB 25</b>	DSI 320	<b>INTRO TO R</b> <i>Sun Feb 25. 1:00PM – 5:00PM.</i>
<b>MAR 1</b>	TECH 530	<b>DISAPPEARING ACTS</b> <i>Thu Mar 1, 8, 15, 22. 6:00PM – 9:00PM</i>
<b>MAR 3</b>	CTE 430	<b>INTERACTION IN A SPATIAL CONTEXT I: FUNDAMENTALS</b> <i>Sat Sun Mar 3 – 4. 10:00AM – 5:00PM</i>
<b>MAR 6</b>	CTE 393	<b>VIDEO AS PERFORMANCE: LIVE CINEMA AND VJING</b> <i>Tue Mar 6. 6:00PM – 9:00PM</i>
<b>MAR 7</b>	FAB 330	<b>INKLESS PRINTING AND FLIPBOOK CREATION</b> <i>Wed Mar 7. 6:00PM – 9:00PM</i>
<b>MAR 10</b>	FAB 340	<b>POP-UP SCALED UP</b> <i>Sat Sun Mar 10 – 11. 10:00AM – 5:00PM</i>
<b>MAR 14</b>	TECH 390	<b>AN INTRODUCTION TO MIDI</b> <i>Wed Mar 14. 6:00PM – 9:00PM</i>
<b>MAR 17</b>	TECH 173	<b>CREATING 3D ASSETS WITH BLENDER</b> <i>Sat Mar 17. 10:00AM – 5:00PM</i>
<b>MAR 18</b>	DSI 411	<b>A SYSTEMS THINKING TOOLKIT</b> <i>Sun Mar 18. 10:00AM – 5:00PM.</i>
<b>MAR 20</b>	CTE 493	<b>VIDEO AS PERFORMANCE: DEEPER EXPLORATIONS</b> <i>Tue Mar 20. 6:00PM – 9:00PM</i>
<b>MAR 21</b>	FAB 341	<b>EMBEDDED DYNAMICS</b> <i>Wed Mar 21. 6:00PM – 9:00PM</i>
<b>MAR 24</b>	CTE 450	<b>PAINTING WITH BITMAPS</b> <i>Sat, Sun Mar 24 – 25. 1:00PM – 6:00PM</i>
<b>MAR 25</b>	DSI 320	<b>INTRO TO LEAFLET</b> <i>Sun Mar 25. 1:00PM – 5:00PM.</i>
<b>MAR 27</b>	CTE 493	<b>BUILDING DIGITAL INSTRUMENTS II</b> <i>Tue Wed. Mar 27 – 28. 10:00AM – 5:00PM</i>
<b>MAR 31</b>	CC 301	<b>PROCESSING PROJECTS: DANCES WITH ROBOTS</b> <i>Sat Mar 31. 10:00AM – 5:00PM</i>

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<b>MAR 31</b>	FAB 341	<b>MAKE YOUR OWN TINY PIANO: SHAPING CIRCUIT BOARDS</b> <i>Sat Mar 31. 10:00AM – 5:00PM</i>
<b>APR 3</b>	CC 160	<b>UNITY: FUNDAMENTALS</b> <i>Tue Apr 3. 6:00PM - 9:00PM</i>
<b>APR 4</b>	CC 361	<b>MAKING MACHINES TALK I</b> <i>Wed Apr 4. 6:00PM – 9:00PM</i>
<b>APR 7</b>	FAB 571	<b>BUILD YOUR OWN PORTABLE BOOK SCANNER</b> <i>Sat Sun Apr 7 – 8. 10:00AM – 5:00PM</i>
<b>APR 7</b>	TECH 370	<b>ADVANCED LASER ENGRAVING: ROTARY ATTACHMENT</b> <i>Sat Apr 7. 1:00PM – 5:00PM</i>
<b>APR 10</b>	CC 361	<b>AN INTRODUCTION TO WebGL WITH THREE.JS</b> <i>Tue, Thu Apr 10, 12. 6:00PM – 9:00PM</i>
<b>APR 11</b>	CC 361	<b>MAKING MACHINES TALK II</b> <i>Wed Apr 11. 6:00PM – 9:00PM</i>
<b>APR 14</b>	DSI 410	<b>DATA, DECISIONS AND PREDICTION : A PRIMER FOR SOCIAL JUSTICE</b> <i>Sat Apr 14. 10:00AM – 5:00PM., Sun Apr 15 . 1:00PM –5:00PM</i>
<b>APR 21</b>	CC 361	<b>MAKING THINGS PRETTY WITH MATH - AN INTRODUCTION TO SHADERS</b> <i>Sat Apr 21. 10:00AM – 5:00PM</i>
<b>APR 21</b>	TECH 370	<b>ADVANCED LASER ENGRAVING: METAL MARKING</b> <i>Sat Apr 21 1:00PM – 5:00PM</i>
<b>APR 22</b>	DSI 511	<b>THEORIES OF CHANGE</b> <i>Sun Apr 22. 10:00AM – 5:00PM.</i>
<b>APR 28</b>	CC 361	<b>PROTOTYPING AND EXPERIMENTING WITH VVVV</b> <i>Sat Apr 28. 10:00AM – 5:00PM</i>
<b>APR 29</b>	DSI 320	<b>INTRO TO D3</b> <i>Sun Apr 29. 1:00PM – 5:00PM.</i>
<b>MAY 5</b>	CTE 530	<b>INTERACTION IN A SPATIAL CONTEXT II: BEGINNING DESIGN</b> <i>Sat Sun May 5 – May 6. 10:00AM – 5:00PM</i>

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SPRING 2018**