Think like a gamer (Dr Stewart Von Itzstein)
In this workshop we’ll delve into the mind of the gamer. What makes a game playable? How do we get players engaged in our games? This lecture covers what we need to include in new games in order to fully engage the player and get them to play your game.

Robot battles (Dr Adam Jenkins)
RoboCode is easy to understand and a fun way to learn how to program. Each student uses Java to develop their own robot tank and then the battle begins! Battles take place in real time in an on-screen arena with the best programmed robot taking out the prize. Robocode is now used in schools and universities to teach programming and introduce artificial intelligence. This workshop also has the option to introduce XNA, a Microsoft program for game development.

Game App makeover! (Dr Grant Wigley)
In this workshop you will take an existing game app for a mobile device and customise it to your liking. You’ll get to change colours, font size and game style, and then copy your new game onto your Android device to take home with you.

Inside-out PC (Dr Grant Wigley)
This workshop involves opening up the lid of a PC, disconnecting all of the peripherals such as memory, CPU and disk, identifying each part and what it does, then putting it all back together again. Great for students who want to know how computers really work.

Wifi Safe (Dr Grant Wigley)
Wireless Networking has many advantages but incorrectly configured, can result in your network being hacked and important data either being stolen or modified. In this workshop, students will learn how to configure a wireless network ensuring all security precautions are taken. A great skill for them to take home to the family!

To book a workshop, please email ITMS.Enquiries@unisa.edu.au
Please include in the subject line “School Workshops”.

Workshop leader contact details:
Dr Grant Wigley, ph. 8302 3583
Dr Stewart von Itzstein, ph 83023056
Dr Adam Jenkins, ph 8302 5350

FREE IT workshops in your school for year 9, 10 and 11 students
Presented by UniSA lecturers from the School of Information Technology and Mathematical Sciences
YOUR STUDENTS WILL GAIN NEW SKILLS AND PRACTICAL EXPERIENCE IN PROGRAMMING, NETWORKING AND GAME DEVELOPMENT
We come to you, or bring your students to visit the Mawson Lakes campus.