

Engineering + Innovation Camps @ CU Denver

Design Hackathon: App Development + Computer Science Innovation

SAMPLE INTERNARY

Monday

9 – 9:30 a.m.	Welcome and Registration
9:30 – 10:30 a.m.	Fundamentals in Swift: Variables
10:30 – 11:30 a.m.	Fundamentals in Swift: Optionals
11:30 a.m. – 12 p.m.	Project 1: TapTapApp
12 – 1 p.m.	Lunch on your own
1 – 2 p.m.	Fundamentals in Swift: Data Types
2 – 3 p.m.	Project 2: Shoe size converter
3 – 4 p.m.	Learning how to document your work

Tuesday

9 a.m. – 12 p.m.	TapTapChallengeApp
12 – 1 p.m.	Lunch on your own
1 – 2:30 p.m.	Design Innovation Micro Exercise
2:30 – 4 p.m.	Advanced concepts in Swift: Structures

Wednesday

9 – 10:30 a.m.	Project 4: 8Gag
10:30 a.m. – 12 p.m.	Introduction to Design Challenge
12 – 1 p.m.	Lunch on your own
1 – 2:30 p.m.	User Discovery: Personas, Scenarios
2:30 – 4 p.m.	Interviews

Thursday

9 – 10:30 a.m.	Project 5: Creating an app that utilizes the challenge constraint
10:30 a.m. – 12 p.m.	Activity Diagram
12 – 1 p.m.	Lunch on your own
1 – 2:30 p.m.	Affinity Diagram
2:30 – 4 p.m.	How Might We and Hierarchy of Purpose

Friday

9 – 10:30 a.m.	Collaborative-Sketching
10:30 a.m. – 12 p.m.	Rapid Prototyping
12 – 1 p.m.	Lunch on your own
1 – 2:30 p.m.	Mockups
2:30 – 4 p.m.	User testing