

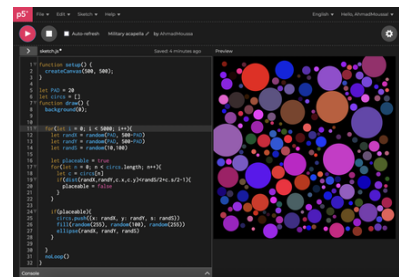
INTRO TO APP/GAME DESIGN

GRADES: 5 & UP



01 App Design

In this course, students will learn to use beginner-friendly tools to design and build their own apps. They will explore the fundamentals of graphical user interfaces (GUIs), intuitive app design, and program logic in app development.



Game Development

02

In this course, students will also get the chance to build games using language libraries. They'll learn how to use physics, drawing tools, and coding methods to create intuitive games. Students will learn to create three different types of games and gain the skills to design their own original games.

03 Digital Art/Design

In this course, students will explore the fundamentals of digital art and experiment with creative design techniques. Their artwork will be incorporated into the games and apps they build, allowing them to combine coding with visual creativity.



About the Instructor

Amy Wang is a rising senior at Elkins High School with a strong background in CS and Art and 4 years of teaching experience. She has experience in Java, C++, and JavaScript, and has developed various apps and games. She is the Founder and President of her school's code teaching club. Amy has also been nationally recognized by NCWIT for her achievements in Women in Computing. She has also won multiple Scholastic Gold Keys and has entered state-wide auctions for art.

Requirements:

- No prior coding knowledge is needed.
- Fully charged laptop to bring to class
- iPad, preferably with Apple Pencil