

Parent/Guardian Name: _____

Address: _____

City, State, Zip: _____

Home Phone: _____ Cell: _____

E-mail Address: _____

Camper's Name: _____

Age: _____ Grade: _____

T-shirt Size ☐ Adult ☐ Child (Sizes NOT exchangeable)

S M L XL S M L XL

To register using a credit card, go to www.summer.und.edu

To register with a check payable to UND, complete this registration form and mail to:
Summer Programs & Events Office
 Attn: Alice Camp
 3264 Campus Road Stop 9021
 Grand Forks, ND 58202-9021

We cannot guarantee a t-shirt for registrations received less than two weeks prior to the start of camp.

Camps:

- ☐ - Intro camp - June 20 - 24 - 1 pm - 4 pm (\$120)
- ☐ - Intro camp - June 27 - July 1 - 9 am - 12 pm (\$120)
- ☐ - Intro camp - July 11 - 15 - 1 pm - 4 pm (\$120)

- ☐ - Advanced camp - July 25 - 29 - 1 pm - 4 pm (\$135)

UND COMPUTER SCIENCE
 UNIVERSITY OF NORTH DAKOTA

Computer Science Department
Streibel Hall Room 201
3950 Campus Road Stop 9015
Grand Forks, ND 58202-9015
Phone: 701.777.4107

CAMP LOCATION

All camps are offered by the Computer Science Department, which is part of the John D. Odegard School of Aerospace Sciences. The Computer Science Department is located in Streibel Hall, located at the West end of campus.

CAMP STAFF

Tom Stokke

Tom teaches a variety of computer science classes at the University of North Dakota. His research interests include computer science education and user interfaces. Tom's hobbies include playing, coaching and refereeing volleyball. Tom also enjoys spending time with his wife, Angie, and his three young children: Nick, Erik and Elle.

Nancy Rice is the Department's office manager who tracks the camp finances.

Nancy Nettum is the Department's administrative assistant who handles the purchasing and "behind the scene" tasks.

Camp staff will also include graduate and undergraduate students from the UND Computer Science department. They have been selected because of their interest in computer science education.



Intro Camps

- June 20 - 24, 2016 1 pm - 4 pm
- June 27 - July 1, 2016 9 am - 12 pm
- July 11 - 15, 2016 1 pm - 4 pm

Advanced Camp

- July 25 - 29, 2016 1 pm - 4 pm

The Animation camp will use Alice 3.1. The graphics capabilities of Alice have been greatly improved, including the addition of many characters from the EA Sims® games.

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<http://camps.cs.und.edu>



Alice is a computer program that makes creating a virtual world to tell a story or play a game easy. Drag-and-drop graphics make programming a snap for any age. Programming

with Alice allows the camper to focus on the content and creativity of the story, which helps develop problem-solving skills.

The Alice program allows the camper to select from hundreds of objects - people, animals, furniture, and vehicles, to name just a few. They will learn how to move objects or parts of objects -- people walk, planes fly and dragons flap their wings. The program also allows for interaction among the objects, such as: people can "talk" using text or sound, a plane can be controlled by the user, and a dragon can find the knight. Movies can be made once the project is complete.

As part of the camp, each child will receive a t-shirt, a certificate of completion, a CD containing the most current version of the Alice program, and numerous tutorial files to use at home to create more virtual worlds.



Alice is a free program that works on both Apple and Windows computers. It was initially developed by the late Randy Pausch of "The Last Lecture" fame. This

product includes software developed by Carnegie Mellon University. For more information about the Alice program to go <http://www.alice.org>.

The advanced camp will expand on the knowledge the students gained in the intro camp. The campers will learn how to bring digital photos into their Alice worlds. The photos can be used as a background for their world or to place a "real" object into the animated world. We will learn to create QuickTime movies from the Alice worlds, and even join multiple worlds into a single QuickTime movie.



skills. Animation techniques will include working on story design, working with sound, and advanced special effects.

The advanced camp is for students who do well in the intro camp and are looking for more advanced problems. We strive to create new challenges for every camp each year. Many students who don't feel ready for the advanced camp choose to enroll in the intro camp again.

The Animation camp will use Alice 3.1. The graphics capabilities of Alice have been greatly improved, including the addition of many characters from the EA Sims® games.

For questions about the camp contact:
Tom Stokke • 701-777-3337
tstokke@cs.und.edu

For questions about registration contact:
Brenda Dufault • 701-777-0841
brenda.dufault@email.und.edu



Campers will also learn more complex programming techniques for use in game programming, such as decision making and interactive programming

Cancellation and Substitutions

Cancellations can be made by completing a withdrawal form at www.conted.und.edu/secure/withdrawal/ (you will need your confirmation email receipt number to complete the process).

If the cancellation notice is received by one week prior to the start date, you will be refunded your registration fee minus a \$35 processing fee. No refunds will be given AFTER one week prior to the start date. Substitutions can be accommodated by contacting Brenda Dufault at 701-777-0841.

- No refunds will be made due to behavior issues
- The registration fee will not be pro-rated if the camper leaves early for any reason

We reserve the right to cancel a camp due to low enrollment numbers.

These camps are geared for children ages 9 - 14.

If campers are interested in attending both a morning and afternoon camp in the same week, camp staff will provide supervision for any campers who wish to bring a sack lunch.

Scholarships

A limited number of need-based scholarships are available. Please call Tom Stokke for more information, 777-3337.

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