

Mobility & Virtual Reality

From July 2nd to July 20th, 2018

Overview

New user interfaces are key in the application world. Students will learn basics of mobile development (iOS, Android) and create virtual reality apps with Unity and Google cardboard.

Courses structure

- iOS Introduction in Swift (2 ECTS)
- Android Initiation course (2 ECTS)
- Virtual Reality workshop (2 ECTS)

Keywords

- iOS, Apple, swift, storyboard, beginner
- Android, Java, Kotlin, xml, object oriented programming
- Unity 3D, C#, scripting



Practical information

- **Start date** : July 2nd, 2018 – **End date** : July 20th, 2018
- **Duration** : 72 hours (3 weeks)
- **Total ECTS** : 6
- **Language** : English
- **Venue** : EPITA (Le Kremlin-Bicêtre – Paris)
- **Application deadline** : May 15th, 2018

It is highly recommended to arrive in Paris on Sunday (July 1st)

Contact : summer@epita.fr



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Courses

Course 1 : iOS Introduction in Swift

Objective : Learn how to make your first application on iOS using swift

Hours : 24h - ECTS (credits) : 2

Description :

This is a practical course to learn how to make a simple app from scratch. We'll use storyboarding to create a responsive UI, create method to handle inputs from the user and we'll see how to make web request to process an external data feed.

Course 2 : Android Initiation course

Objective : Learn the basics of Android development for mobile devices

Hours : 24h - ECTS (credits) : 2

Description :

This is a practical course to learn the basics of Android mobile development. From how to create a User Interface that fits on different devices to the code behind this UI.

Course 3 : Virtual Reality Workshop

Objective : Discover Virtual Reality by making a VR app with Unity 3D

Hours : 24h - ECTS (credits) : 2

Description :

In this workshop, we will learn the various basic concepts used in Unity 3D software. We will then merge 3D objects, scripts, and the laws of physics to create our first Virtual Reality app runnable in an Android phone inside a Samsung Gear headset or a Google Cardboard.

Remarks

- iOS : the school will provide the required Mac environment.
- Android : Students must bring a laptop (Windows 7+ or OSX) with at least 10 Gb free hard drive space
- VR : the school provides the required environment.



As specified above, bringing a laptop running Windows 7 (or later) or Mac OSX is mandatory.

Having a mobile device (iPhone or Android) is optional since we'll be testing in simulators. An Android phone can be a plus though, as it can be used both for Android lessons and VR workshops (if compatible).

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Prerequisites & level

Applicants must have intermediate programming skills and completed at least two years of higher education in IT or computer science.

Applicants must understand Object Oriented Programming, usual design patterns, messaging and events between objects.

Applicants must be used to traditional IDE software.



Program Fee

- Application Fee : 60 €
 - Fees : **2300 €** including
 - tuition and documentation,
 - accommodation & lunches on week days,
 - survival French classes,
 - public transport pass.
 - organization of several events (welcome, certificate ceremony),
 - weekly cultural visits / activities (Versailles Castle, Louvre, Cité des sciences...),
 - computer accounts at the school (WIFI access),
 - program certificate.
- Optional: airport transfer

Participants who wish to cancel must do so in writing by email. Their tuition fees will partially be refunded as follows:

- Cancellation after May 15th, 2018 : 50% refund
- Cancellation after June 2nd, 2018 : no refund possible

Early Bird (registration before April 15th, 2018) and partner university students can receive a discount off the program price.

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English requirements

IELTS 5,5 - TOEFL IBT 65 - CECRL B2 - TOEIC 600.

Contact - How to apply

For any question you can contact at g.malhotra@nplusi.com

You can find information about admissions (requirements, process...) on the net
<http://www.epita.fr/international/admission-requirements.aspx>

