Welcome to
ASU Robotics Camp Orientation

ASU Engineering Building
In Brickyard 211 Suite
699 S. Mill Avenue, Tempe AZ85281

Class Rules

General school rules apply
- No cell phone calls, except in breaks
- No texting
- No music
- No headset
- No computer games, except those that you design in the class
**Daily Schedule**

- **Drop off time:**
  - 8:15 – 8:30am
- **Pick up times:**
  - 4:15 – 4:30pm
  - After 4:30pm, students can wait in the lobby area inside BY211 Suite
- **Snack time and break time**
  - 10:00 – 10:15am and 2:30 – 2:45pm
- **Lunch (in lunch area)**
  - 11:30 – 12:30pm

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**ASU Summer Robotics Camp**

**Drop-off and Pickup Options**

I, parent (legal guardian) of

student (name): ________________________________

opt to drop off & pick up my child (please check one)

- [ ] without sign-in and sign-out
- [ ] with mandatory sign-in and sign-out in lab BY222

Parent (legal guardian) name: __________________________

Signature: __________________________________________

Date: ________________________________________________
Where to Pick Up and Drop Off?

ASU RobotCamp

Drink, Snack and Lunch

- Students are not allowed to leave the Brickyard Suite 211 during the camp time, except the lunch period;
- Bring your own drink and snack. Bring your own or buy your lunch. They must be used in the designated lunch area in BY211;
- No drink and no food in the computer lab. Exception: Bottled water can be used if the bottle is put back in backpack after use.
- There is a water fountain in the lobby area outside the restrooms.
Lunch Places

- All students are encouraged to bring lunch.
- There are many lunch restaurants around Brickyard. We will have a staff to take the students to one of the restaurants:
  - **Five Guys**, on Mill Ave, west side of the street.
  - **Jimmy John’s**, next to Five Guys.
  - **Slices Pizza**, Downstairs of BY building
  - **Jack In the Box**, 721 S. Mill Ave
  - **Panda Express**, 777 S College Ave,
  - **Subway**, 706 S. College Ave

Dressing

- Students are encouraged to wear camp T-Shirt every day.
- Must wear camp T-Shirt on
  - This week:
    - Wednesday and Friday
  - Next Week:
    - Monday, Wednesday and Friday
For More Information

- Camp Website: 
  http://engineering.asu.edu/roboticscamp

- News

- Camp News and Announcement
  http://roboticscamp.wordpress.com/

Camp Director and Instructor since 2006

Dr. Yinong Chen
Competitions and Challenges

1. Game 1: Treasure Hunting, with remote commanding

2. Game 2: Maze navigation autonomously

3. Game 3: Sumo Robots autonomously

Challenge 1 Treasure Hunting

4x14 feet
Challenge 2: Autonomous Maze Navigation

Start to End

Challenge 3: Sumo Robots

*Optional content. Also use other lecture content and experiment content as replacement.
Team Building Exercises

1. Team Building Exercise 1:
   All students stand in a circle and introduce yourself and others;

2. Team Building Exercise 2: Human Knot Icebreaker;

3. Then:
   Alice Movie and Game Programming

Team Building Exercise 1:
Introduction

1. All students stand in a big circle
2. Students will introduce themselves by stating the following items:
   1) Your Name (First and Last Name)
   2) What school you are attending?
   3) What do you like (food, animal, color)?
3. Repeat the last three persons’ first name and school, and one thing they like
4. The purpose of this experiment is to help find your team members.
Team Building Exercise 2: Icebreaker

1. Students are in two groups
2. Each group standing, facing towards each other, in a circle.
3. Each person should be standing shoulder to shoulder.
4. Everyone lifts your left hand and reach across to take the hand of someone standing across the circle. No one should hold a hand with someone standing directly beside the person.
5. Next, have everyone lift their right and reach across to take the hand of another person standing across the circle.
6. Each group discusses how to untangle the knot (forming a circle of people with out a knot) without ever letting go of any hands.
7. Play

Team Formation

- Form teams with two or three members.
- Go search around, don’t limit yourself to only your friends. Get to know people...
- If you cannot find a team, we will assign you a team.
- Claim a computer once you have a team.
- Use the same computer everyday.