Welcome to

9Up Robotics Camp Opening

ASU Engineering Building
Brickyard on Mill
699 S. Mill Avenue, Tempe AZ 85281

Class Rules

- General school rules apply
  - No cell phone calls, except in breaks
  - No texting
  - No music
  - no head set
  - No computer games, except those that you design in the class

ASU RobotCamp
Daily Schedule

- **Drop off time:**
  - 8:00 – 8:30am

- **Pick up times:**
  - 4:00 – 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 / Pickup and Lunch Options**

I, parent (legal guardian) of
student (name): ________________________________

1. request to drop off & pick up my child (please check) with mandatory sign-in and sign-out in lab BY222, Please check one:
   - Yes
   - No

2. request to have a staff to go with my child to buy lunch
   - Yes
   - No

**Only if you choose “Yes” in one of the options, you need to print, sign, and submit the form.**

Parent (legal guardian) name: __________________________
Signature: __________________________ Date: __________
Where to Pick Up and Drop Off?

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 BY210 / BY214;
- No drink and no food in the computer lab.
  **Exception**: Bottled water can be used in the lab 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 allow students to go to the restaurants by themselves, unless you explicitly request otherwise:
  - **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

- 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, since 2006

Dr. Yinong Chen
Camp Instructors and Volunteers 2015

**Instructors**
- Dr. Yinong Chen
- Laurence Chang
- Gennaro De Luca
- Adam Lew
- Gavin Liu
- Kacey Richards

**Volunteers**
- Teacher’s Camp participants
- Past Camp participants
- ASU Ph.D. students trained to teach ASU classes in the Fall

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What will you learn?

1. Microsoft VPL and ASU VPL
2. Robot construction and programming
3. Phone Apps Development

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Robotics Competition

1. Game 1: Treasure Hunting, with remote commanding

2. Game 2: Maze navigation autonomously

3. Game 3: Sumo Robots autonomously

Game 1 Treasure Hunting

4x14 feet

start

exit
Game 2 Autonomous Maze Navigation

Game 3: Sumo Robots

Starting Position

Pushing Opponent
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 Forming

- 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.