

## Mobility & Virtual Reality

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

*It is highly recommended to arrive in Paris on Sunday (July 1<sup>st</sup>)*

**Contact** : [summer@epita.fr](mailto:summer@epita.fr)



## Mobility & Virtual Reality

### 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 15<sup>th</sup>, 2018 : 50% refund
- Cancellation after June 2<sup>nd</sup>, 2018 : no refund possible

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

## Mobility & Virtual Reality

### **English requirements**

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

### **Contact - How to apply**

For any question you can contact us at [summer@epita.fr](mailto:summer@epita.fr)

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

