

Workshop Plan-Day 1

- 9 am: Introductions and overview of the workshop.
- 9:30-10:30: Introduction to Media Computation using Python
 - Pictures: Basic Filters
 - 10:30-10:45: Break
- 10:45-12:00: Compositing and scaling images.
- 12:00-1:00: Lunch
- 1:00-2:00: Tackling a homework assignment in Media Computation. *Making a collage.*
- 2:00-3:30: Introducing sound, sound manipulations, splicing sounds.
 - 3:30-3:45: Break
- 3:45-4:30: Tackling a homework assignment in Media Computation. *Making music or just sounds.*

Workshop Plan-Day 2

- 9-10:00 am: Overview of results of Media Computation.
 - Why a contextualized computing education approach
 - Support available for teachers for adopting, adapting, and assessing.
 - 10:00-10:15: Break
- 10:15-12:00: Pictures and sounds in Java: Overview
- 12:00-1:00: Lunch
- 1:00-2:30: Movies in Media Computation
 - 2:30-2:45: Break
- 2:45-3:15: Discussion. *How might you use these kinds of assignments in your classes?*
- 3:15-4:30: Tackling a homework assignment in Media Computation. *Making a movie.*

Workshop Plan-Day 3

- 9-9:30 am: Introducing objects in a MediaComp way
 - Turtles and MIDI.
- 9:30-10:30: CS2 intro, and Linked lists of MIDI.
 - 10:30-10:45: Break
- 10:45-11:30: Linked lists and trees of pictures
- 11:30-12: *Group Discussion Assignment*
 - Which pieces could be used in your classes and where?
- 12:00-1:00: Lunch
- 1:00-2:30: Tackling a homework assignment in Media Computation. *Creating linked list music.*
 - 2:30-2:45: Break
- 2:45-3:30: Alice and Media Computation