

Learn to Build Your Own Videogame with the Unity Game Engine and Microsoft Kinect

IAP
2017

9-day hands-on workshop about designing, building, and publishing simple educational videogames with the Microsoft Kinect.

No previous experience with computer programming or electronics is required!

Instructors: Kyle Keane, Andrew Ringler, Mark Vrablic

Sign Up: kkeane@mit.edu

Classes: 1-4PM on Jan. 9-13, 17-20

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Resource: Learn to Build Your Own Videogame with the Unity Game Engine and Microsoft Kinect
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