

JAVA SIMULATION GAME DEVELOPER

13 to 17
years old

The Java Simulation Game Developer Summer Camp is designed for teens who desire to learn a programming language and apply that knowledge to coding applications. In this camp, students will gain a better understanding of programming languages, applications, and object-oriented programming. They will learn problem solving, data structures, inheritance, duplication, branching and techniques as they build custom classes. By the end of camp, students will define rule sets for multiple characters that will battle it out in a text-based battle simulator application.

THE SCHOOL



Full Sail Labs was designed by Full Sail University, an award-winning educational leader for those pursuing careers in the entertainment and media industry. Full Sail Labs has been recognized as an Apple Distinguished School for its use of Apple hardware and software in its curriculum to empower students to create content and tell their story. Full Sail Labs' connection to Full Sail University allows it to benefit from their campus, technology, and industry experts.

Apple Distinguished Schools are centers of innovation, leadership, and educational excellence that use Apple products to inspire creativity, collaboration, and critical thinking. They showcase innovative uses of technology in learning, teaching, and the school environment and have documented results of academic accomplishment.

SESSION 01

JUNE 23rd - JUNE 30th

8 DAYS

SESSION 02

JULY 14th - JULY 21st

8 DAYS

THE PROGRAM

Full Sail Labs programs provide young creative minds with an educational experience focused on technology, science, art and media. Each camp features a 1:10 instructor-to-student ratio and accommodates up to 20 students. Classes are held Monday through Friday from 9AM until 5PM (40 hours per week).

During the Java Simulation Game Developer Summer Camp students will:

- Explore fundamentals of solving problems by using proper naming conventions and unique identifiers
- Identify concepts of constants and variables
- Examine the type system, from the standard Swift library to custom types
- Use parameters and return values to make functions more flexible and powerful
- Program algorithms and use them for creative problem solving

FINAL PROJECT

A Character Battle Simulator derived of personally created custom classes and defined rule sets.

INCLUDED IN THE PROGRAM

40 hours per week of Java Simulation Game Developer classes

Full Sail Labs welcome goodie bag, including a Full Sail Lab flash drive, sunglasses, baseball cap, water bottle and T-shirt

Paid host family accommodation with all meals included (Monday through Friday student will take a packed lunch to school)

Snacks at school (fruits and bottles of water)

Airport Transfer on arrival and departure

Daily transportation to and from school

Medical & Liability insurance

Program certificate

ExchangeMate USA full-time support

NOT INCLUDED IN THE PROGRAM

Airline ticket

Passport and visa fees (if applicable)

Personal expenses and shopping

Park Tickets for optional Saturday activities

ENGLISH LEVEL

HIGH INTERMEDIATE

HOMESTAY ACCOMMODATION

Students will stay with one of our carefully screened host families. Staying with a host family is a great opportunity for students to practice English and experience more of the American culture. Host families may host more than one student at the same time; therefore students may have to share a room.

OPTIONAL SATURDAY ACTIVITY

SESSION
01

DISNEY'S HOLLYWOOD STUDIOS

SESSION
02

UNIVERSAL'S ISLAND OF ADVENTURES