Mobile Applications and Game Development

COLLEGE CREDIT. REAL-WORLD EXPERIENCE.

www.brandeis.edu/jbs

Summer Program
May 31–July 22, 2011
Professors Tim Hickey and Pito Salas
12 credits (prerequisites: COSI1a and 12b, or 21a)
Optional fall extension available

PROGRAM OVERVIEW
Are you an innovator? Here is your chance to prove it. Engage in the cutting-edge theory and practice of developing mobile and game applications in this start-up-style computer science program. Each week brings a diverse schedule of lectures, hands-on lab work, discussions, student presentations and talks from guest lecturers from the Greater Boston tech community. Learn the foundations and pragmatics of engineering a serious bit of software through the use of Android, Eclipse, Java, Test Driven Development, GIT and all the modern tools of the trade. Experience the excitement of conceiving, designing and actually building a cool and real software product!

CURRICULUM
COSI 153aj Mobile Application Development
COSI 154aj The JBS Incubator
NEW! COSI 153bj Mobile Game Design

ABOUT JBS
JBS takes two methods of study — classroom training and experiential learning — and joins them in a unique curriculum that enables you to fully engage in a topic you are passionate about.

JBS ALLOWS YOU TO:
› earn 12 credits in just eight weeks
› fulfill many university requirements
› build close relationships with faculty and peers
› engage with the community
› open avenues for internships
› expand your network
› acquire skills for your future

APPLICATION DEADLINE
March 15, 2011
Financial aid is available.

“This is an experience that you wouldn’t be able to get in one semester anywhere else.”

JBS Web Applications and Mobile Development summer 2010 student