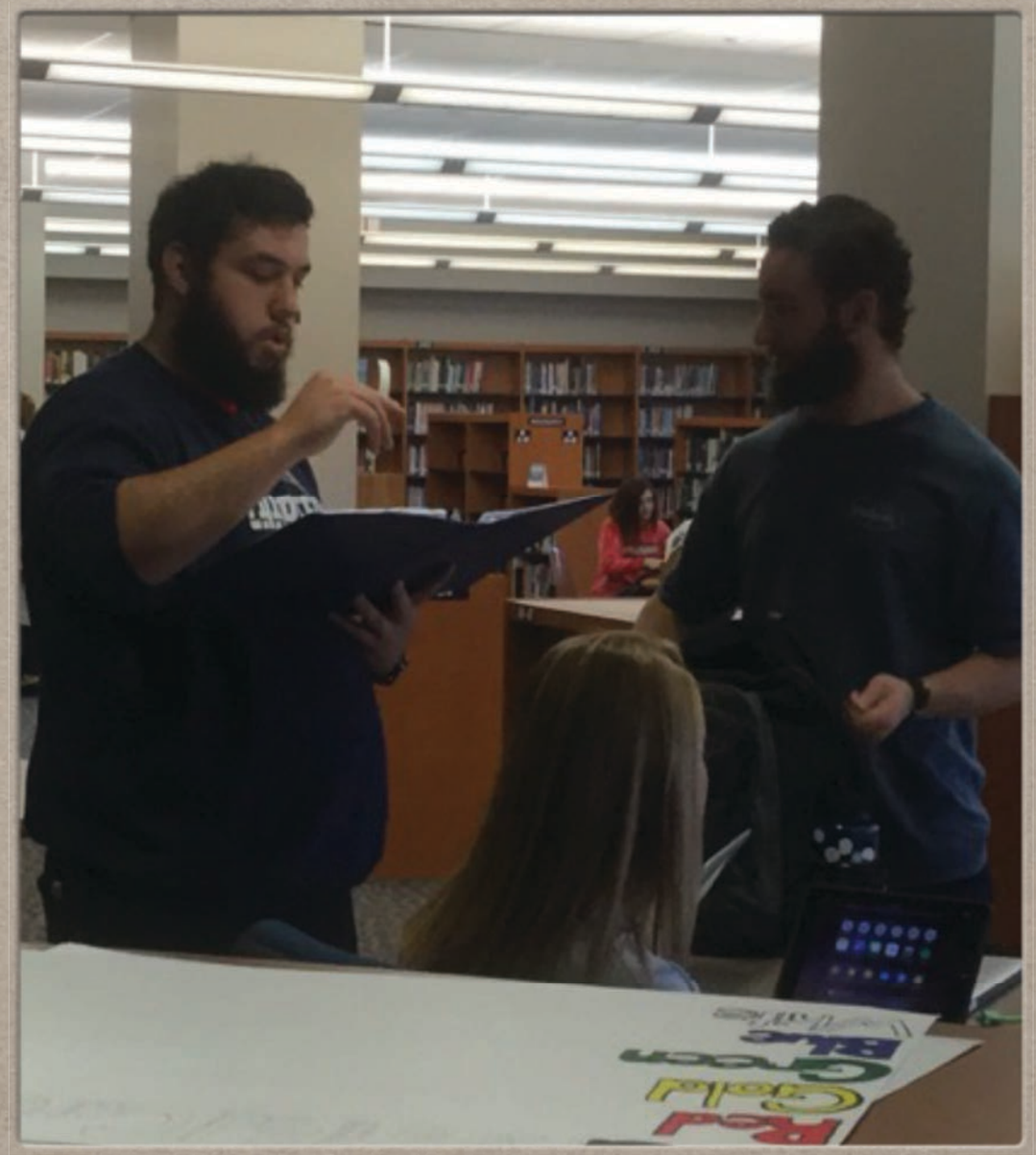
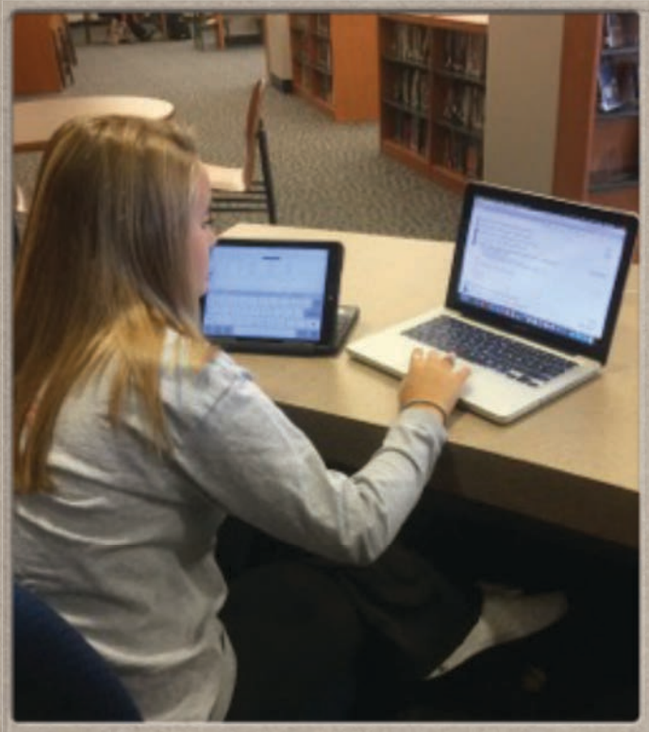
STUDENT INNOVATION TEAM

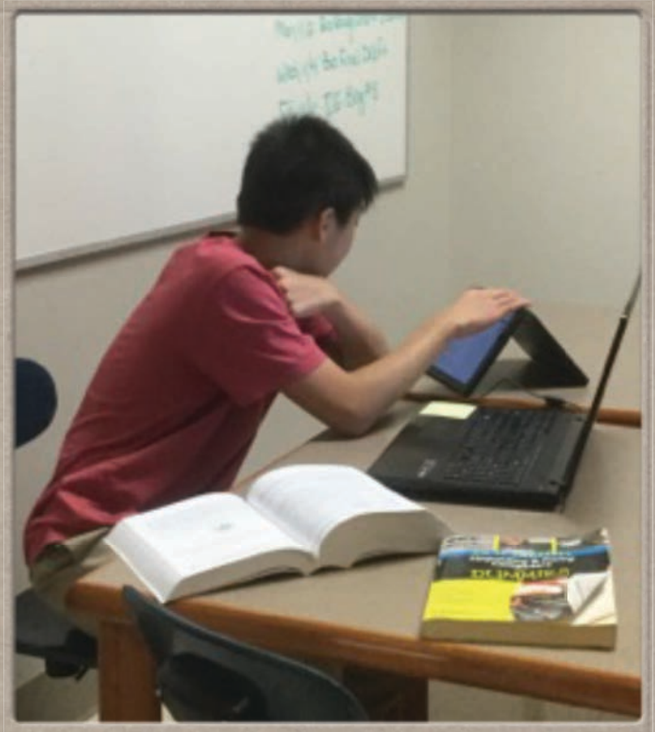
TARA GAUTHIER

SIT COURSE

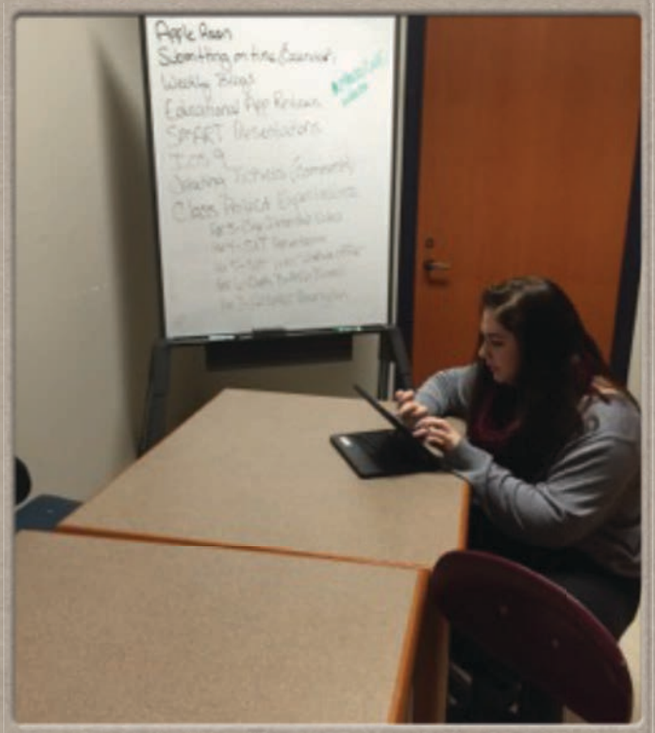
- Problem Solve
- Research
- Training
- First-level Tech Support
- Independent Learning Endeavor (ILE)





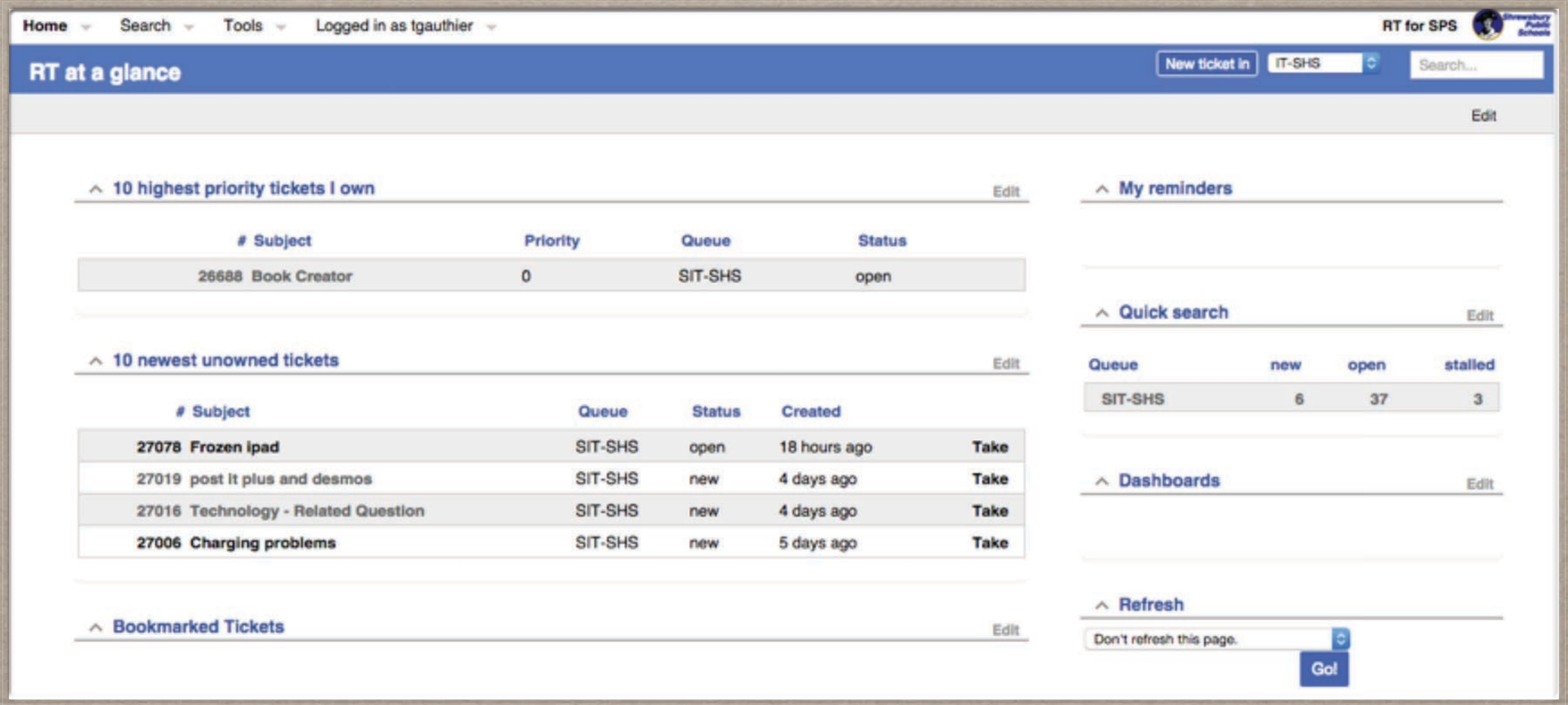


S.I.T.
HELP DESK

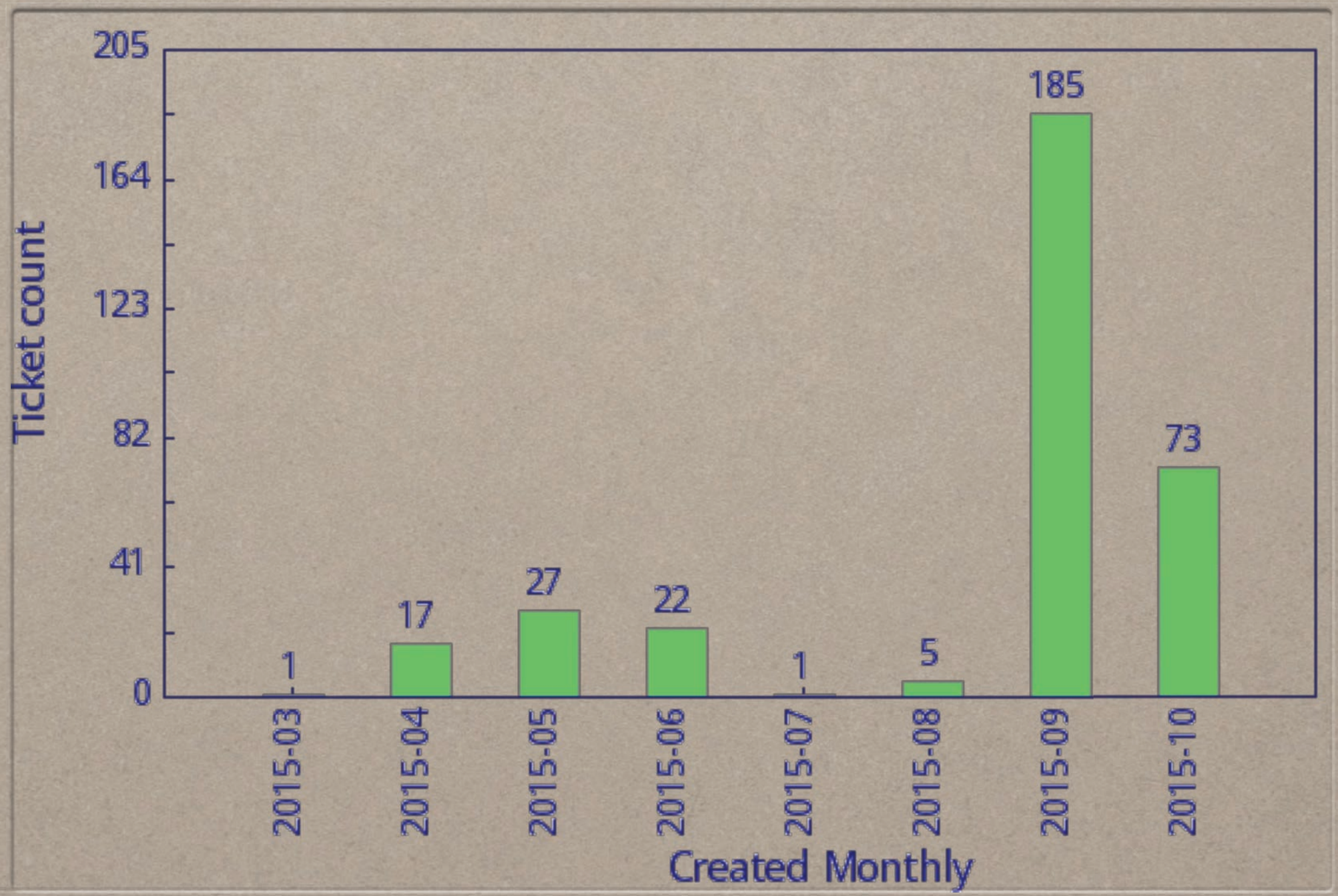


TICKETING SYSTEM

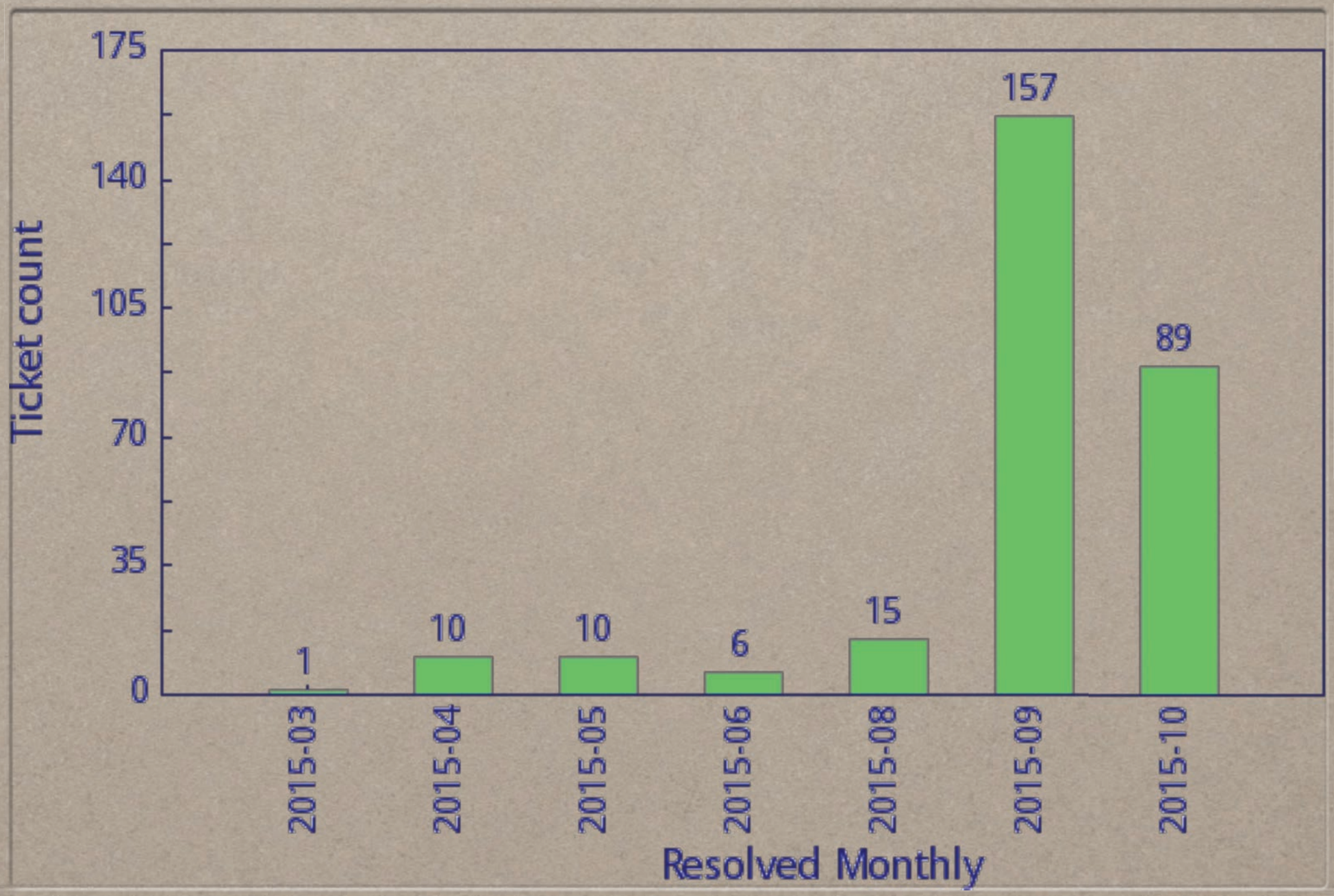
- studentithelp@students.shrewsbury.k12.ma.us



TICKETS CREATED



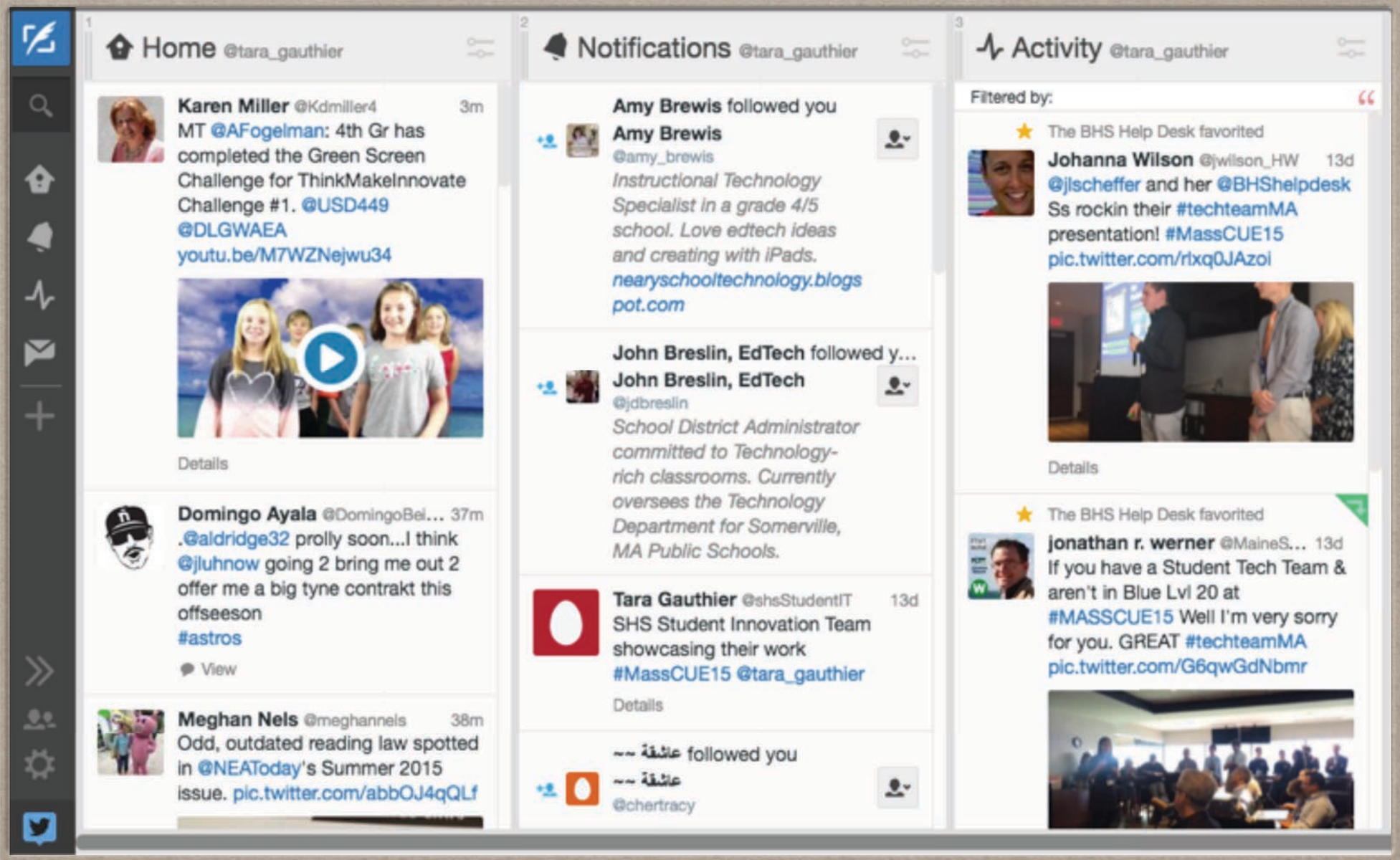
TICKETS RESOLVED



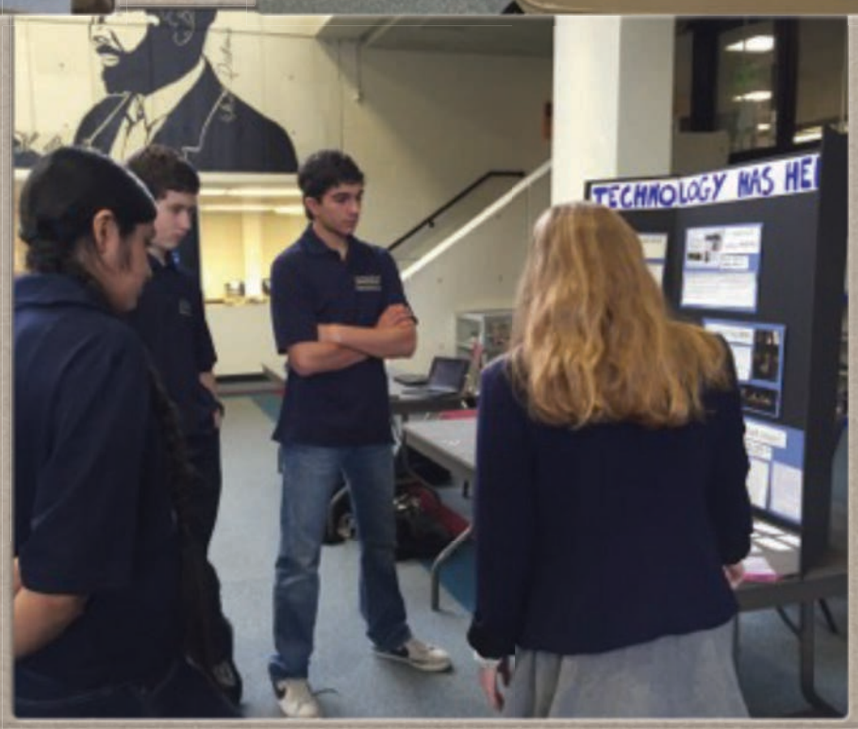
PEER NETWORKING

- Burlington HS
- Bishop Feehan
- Hamilton-Wenham
- Lynnfield
- Maine School Tech
- Grafton
- Groton-Dunstable

TWITTER CHAT
#TECHTEAMMA

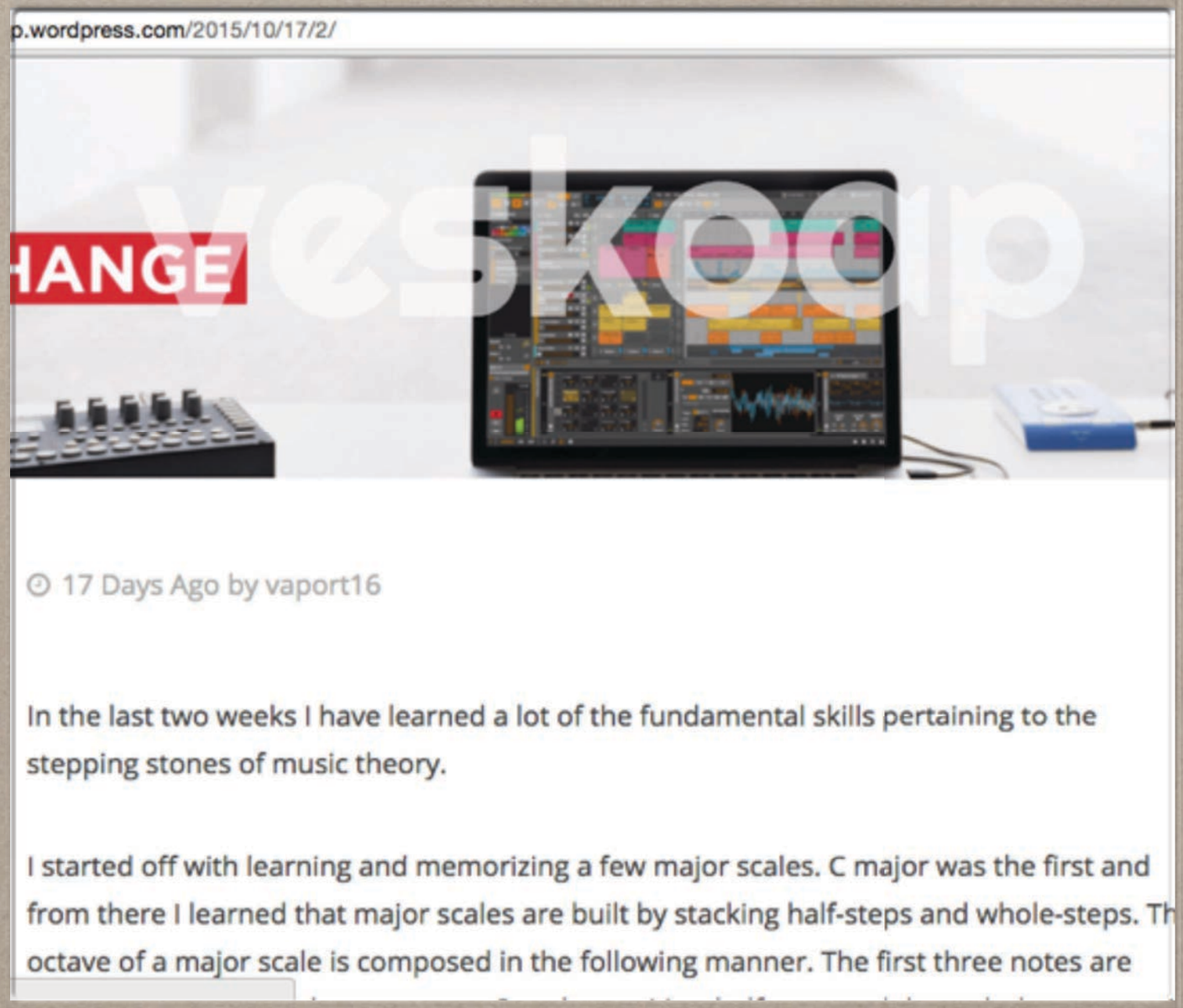


BHS STUDENT SHOWCASE



INDEPENDENT LEARNING ENDEAVOR (ILE)

- Topic Areas:
  - Innovation
  - Design
  - Entrepreneurship
  - Applications
- Weekly Blog
- Final Product



GAME DESIGN

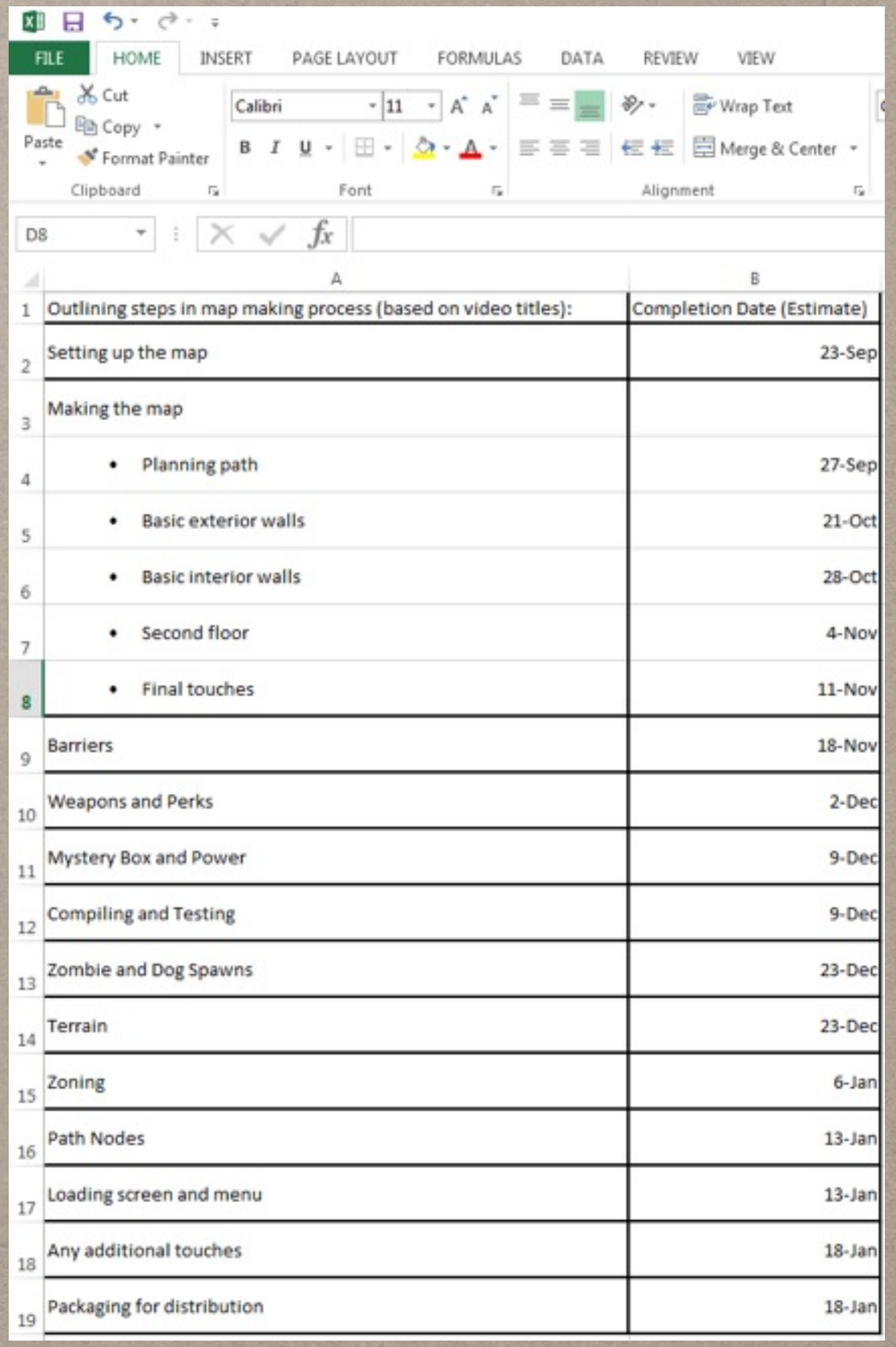
CHRIS RADKOWSKI

OVERALL PROJECT

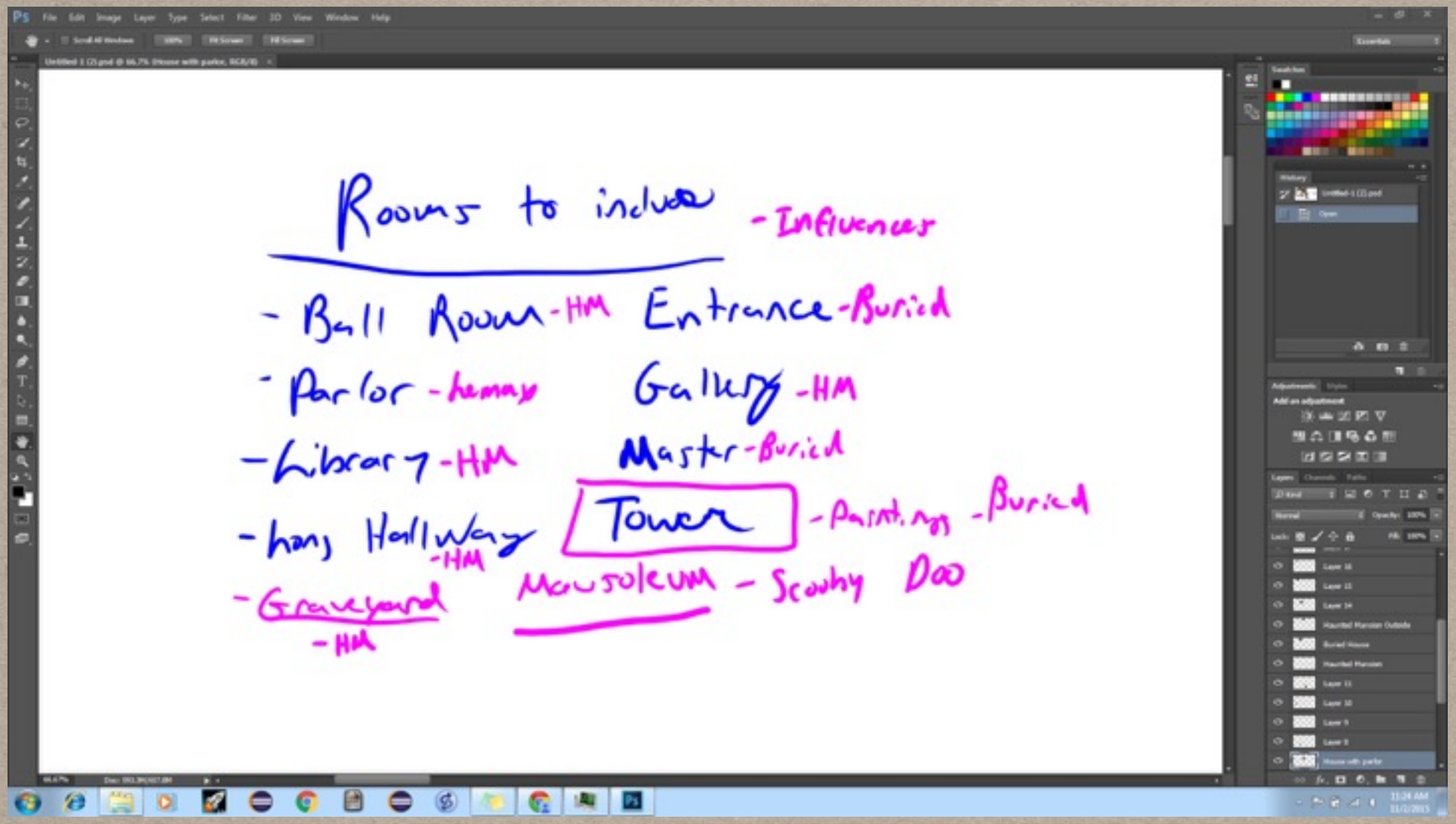
- Make a playable map
- Learn game development skills
- Completed by end of Semester 1
- Using existing tools and technology

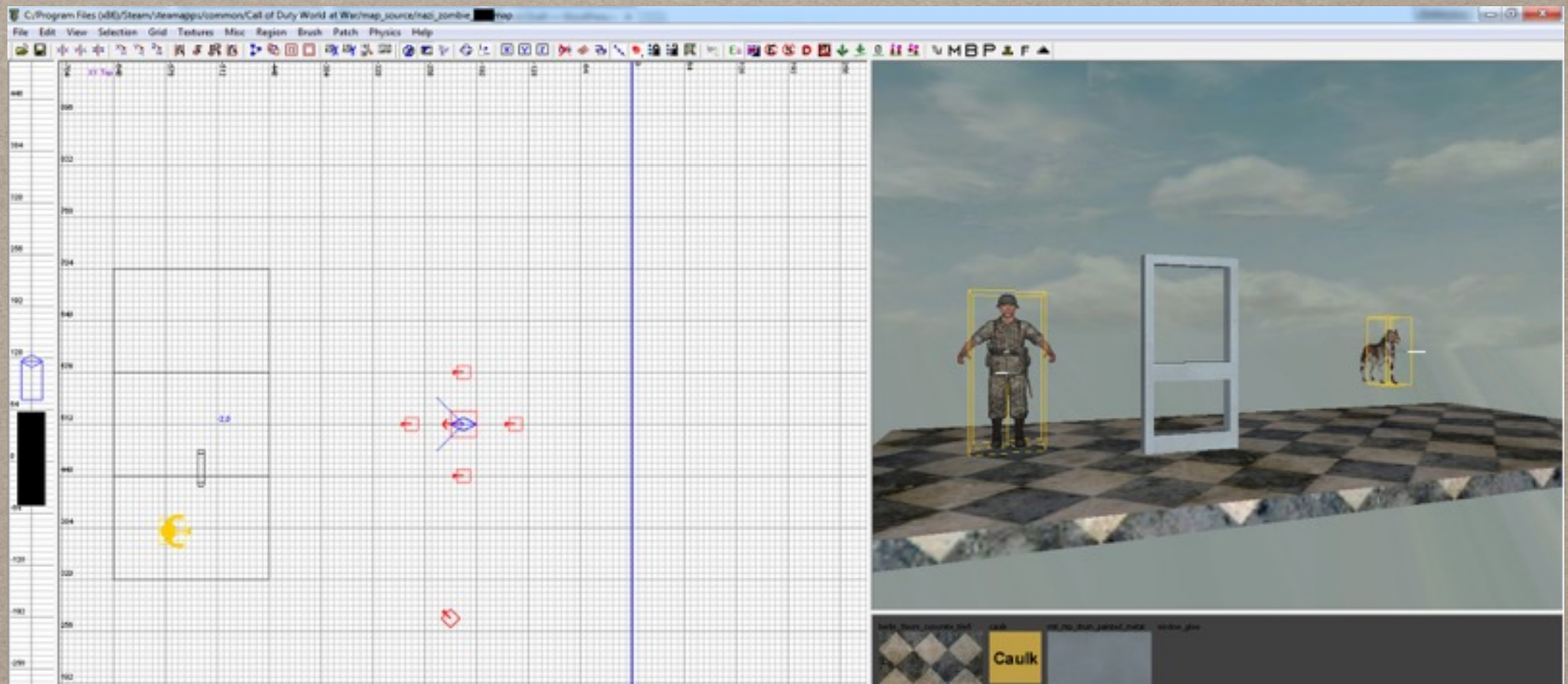
STEPS

- Using video tutorial series and informational websites
- Tracking progress through deadlines and charting progress into defined steps through Excel
- Weekly blog posts on Wordpress regarding progress



	A	B
1	Outlining steps in map making process (based on video titles):	Completion Date (Estimate)
2	Setting up the map	23-Sep
3	Making the map	
4	• Planning path	27-Sep
5	• Basic exterior walls	21-Oct
6	• Basic interior walls	28-Oct
7	• Second floor	4-Nov
8	• Final touches	11-Nov
9	Barriers	18-Nov
10	Weapons and Perks	2-Dec
11	Mystery Box and Power	9-Dec
12	Compiling and Testing	9-Dec
13	Zombie and Dog Spawns	23-Dec
14	Terrain	23-Dec
15	Zoning	6-Jan
16	Path Nodes	13-Jan
17	Loading screen and menu	13-Jan
18	Any additional touches	18-Jan
19	Packaging for distribution	18-Jan


Rooms to include
- Influences
- Ball Room - HM
Entrance - Buried
- Parlor - Lemax
Gallery - HM
- Library - HM
Master - Buried
- Long Hallway - HM
Tower
- Paintings - Buried
- Graveyard - HM
Mausoleum - Scooby Doo


Caulk

COMPUTER MAINTENANCE

DAVID SCHWARTZ

OVERALL PROJECT

- Remove viruses
- Update outdated software
- Make it run better
- Utilize free tools

FINAL PRODUCT: PRESENTATION

- Teach people how to clean their computer from viruses
- To make the computer run better
- Make the computer feel just like you bought it

IMPROVING LEARNING HABITS

CHASIA MOLINA

OVERALL PROJECT

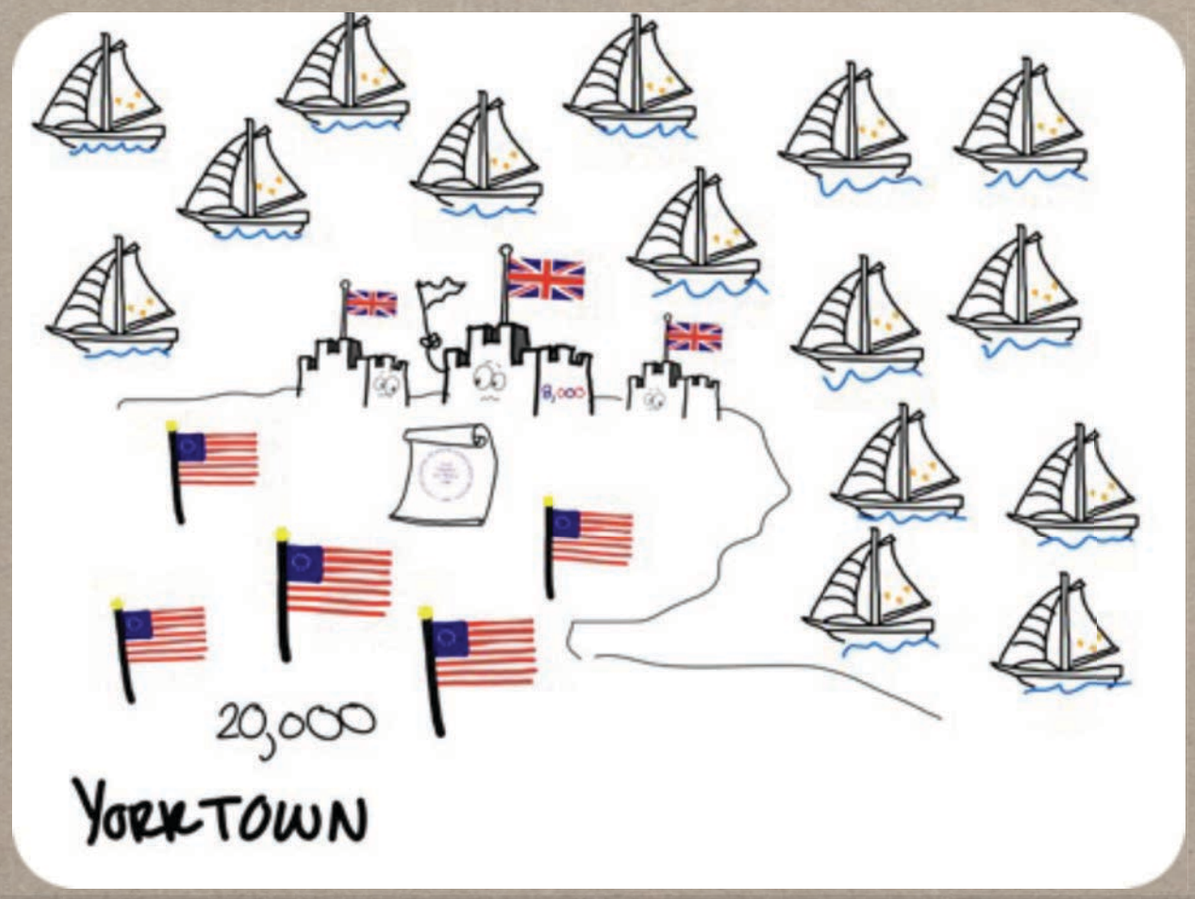
- Research and test out free apps to make studying easier
- Improve studying and learning habits

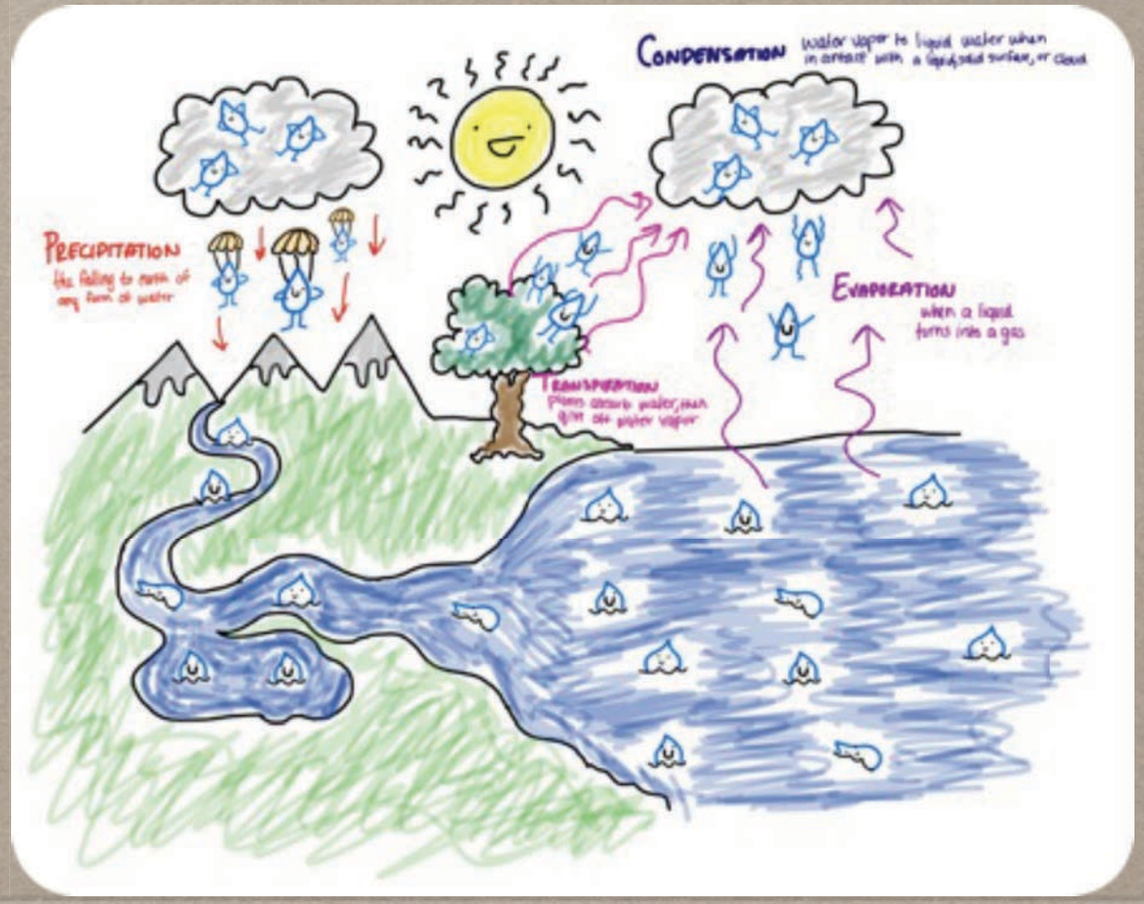
These are the apps that I researched.

LEARNING STYLES

- Visual
  - Uses graphs, charts, pictures
  - Easier to memorize and recall information

Notability

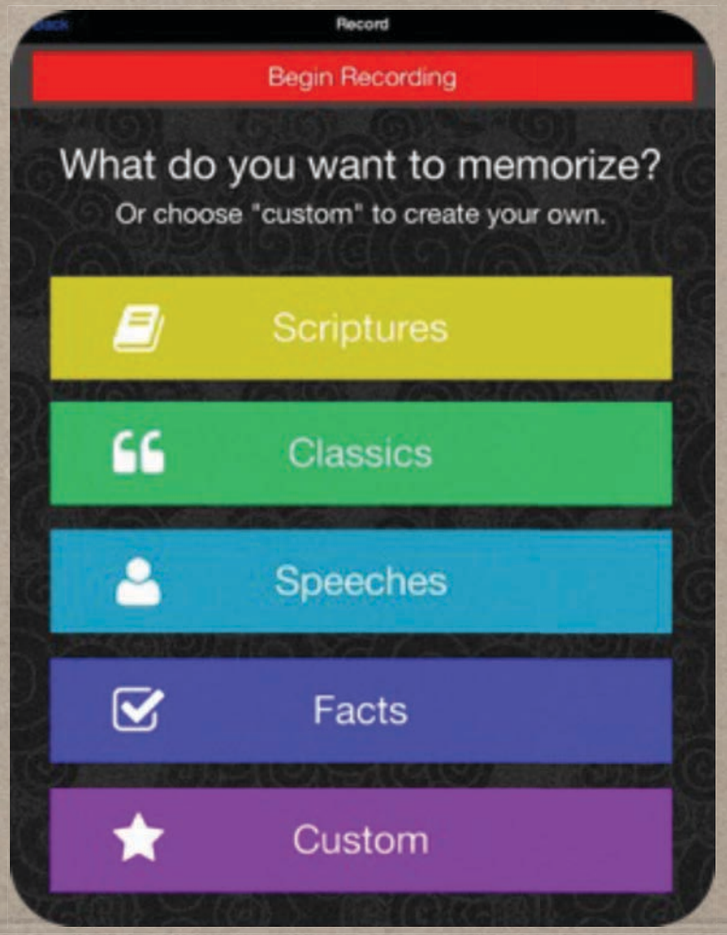




LEARNING STYLES

Memorize Anything

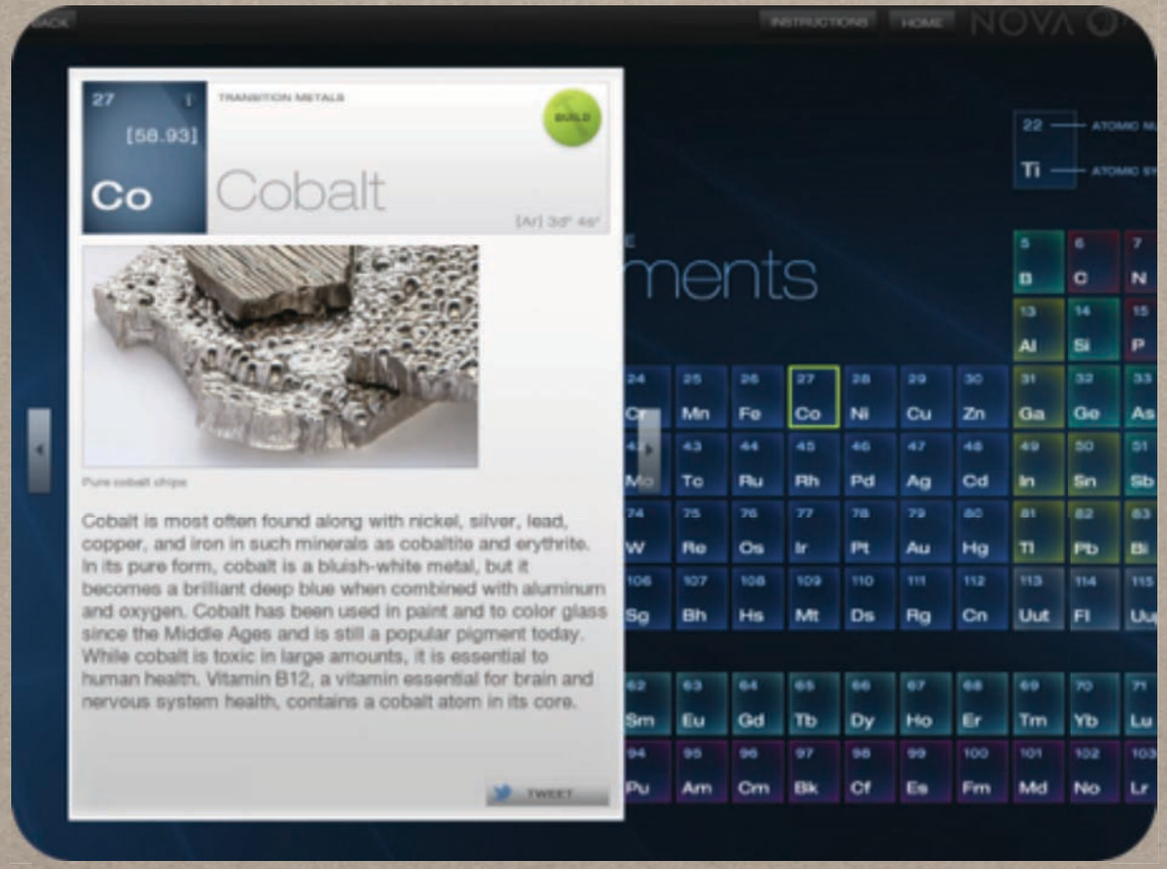
- Auditory
  - Retains information through hearing and speaking
  - Verbal guidance is very helpful
  - Repeating main ideas out loud to memorize them



LEARNING STYLES

- Kinesthetic
  - Demonstrations > Verbal Explanations
  - Hands-on/ Interactive Activities

Nova Elements



FINAL PRODUCT: PRESENTATION

- Share different types of learning style apps with students
- Provide access to free apps that support various learning styles
- Help other students to personalize their learning

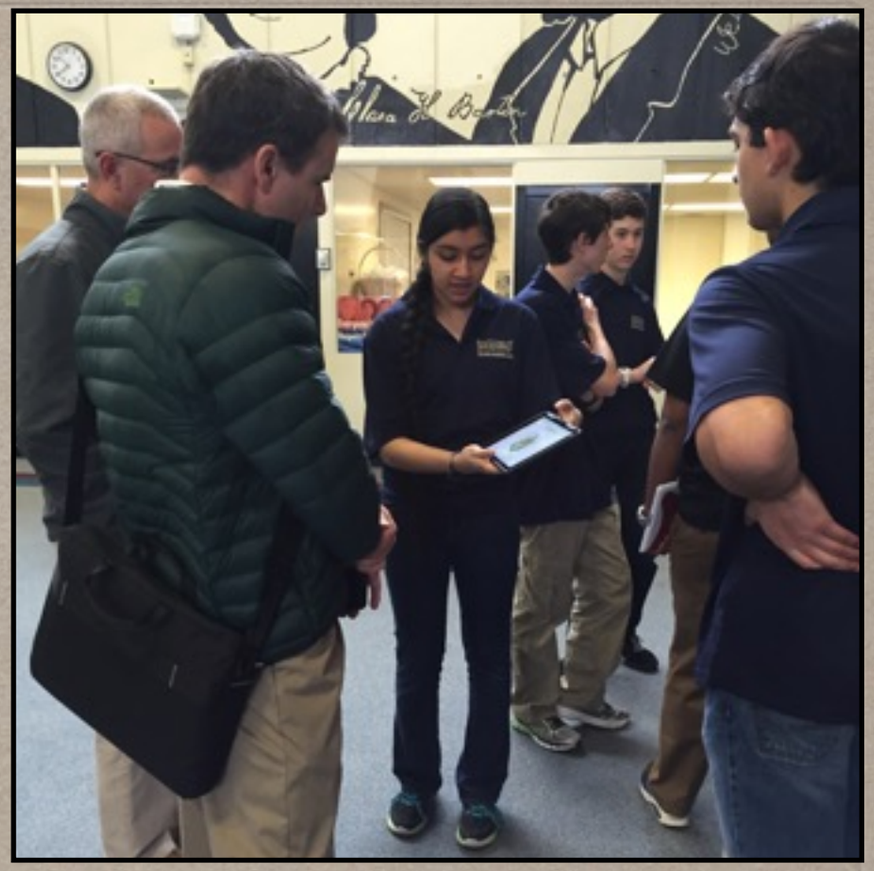
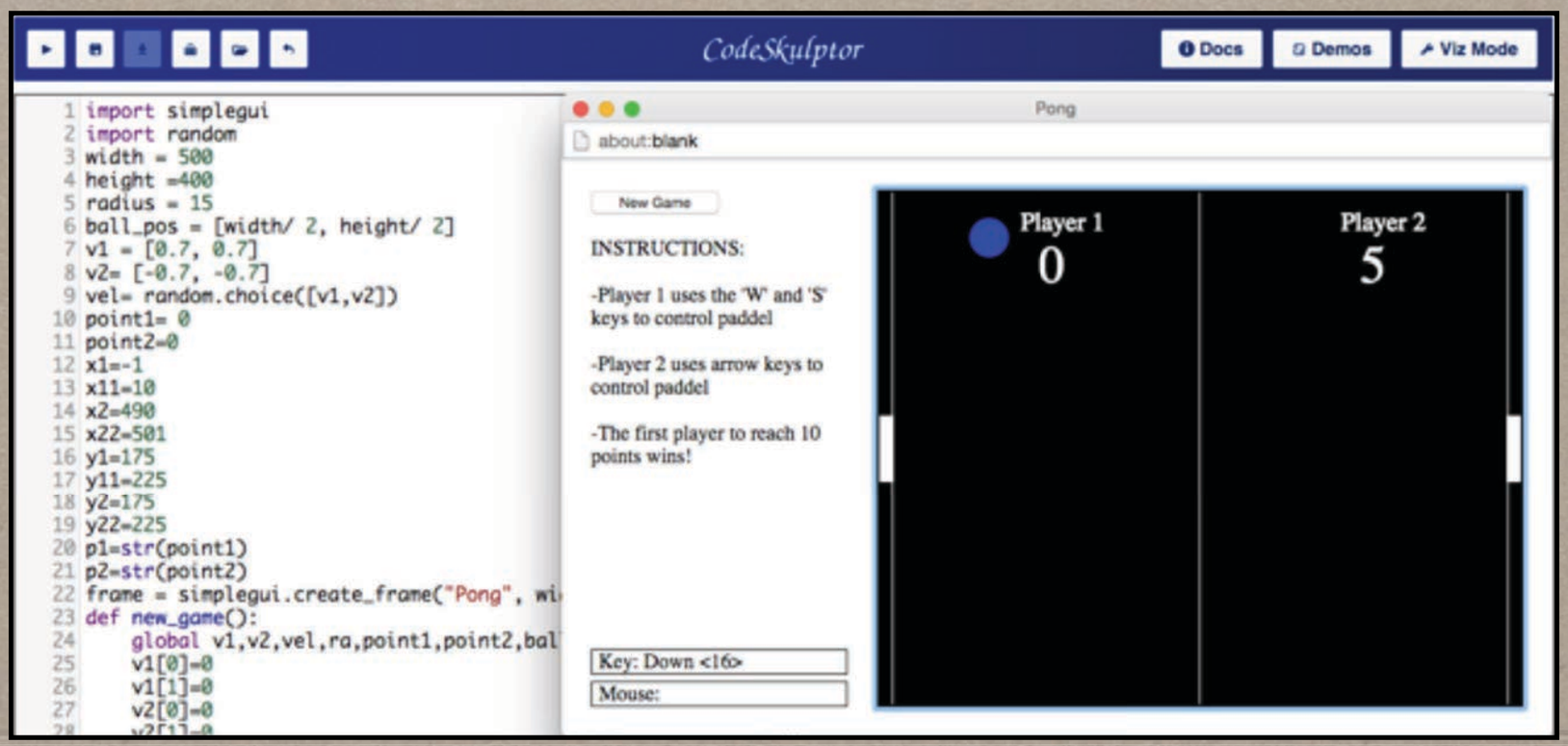
PYTHON CODING

SIMRAN SOIN

OVERALL PROJECT

- Learning to code in Python via:
  - University of Michigan online course called “Programming for Everybody (python)”
  - Rice University course called “An Introduction to Interactive Programming in Python”
- Ten week long courses
- Upon completion: experiment with the program
- Create a final program

Rice University Professors

FINAL PRODUCT: PONG GAME

- http://www.codeskulptor.org/#user40_FUoBLtb14rVghRE.py