Summer devs' training - Topics

1. Introduction to Swift programming language.

Swift is a new programming language created by Apple to program iOS apps. If you are new to programming or to Swift then please join us. Learn about programming concepts like: variables, types, collections and control structures.
Technologies: iOS, Swift Target
Audience: iOS and OSX Developers

2. SceneKit and the Playground.

So you want to be an iOS game developer but you know nothing about game development? Join the cool Kits on the Playground to build swiftly some gorgeous scenes together!
Technologies: iOS, Swift, playground, SceneKit
Target Audience: iOS and OSX Developers

3. UIKit Dynamics and Motion Effects.

Learn how to make your user interfaces in iOS feel realistic with UIKit Dynamics and Motion Effects. We are going to take you through the fundamentals you need to be aware of when using UIKit Dynamics and Motion Effects before moving on to a fun demonstration of their power. This is not meant to be a comprehensive guide, but rather an overview to get you ready to work with UIKit Dynamics in your own code. The possibilities are endless and we just can't cover everything here.
Technologies: iOS, UIKit Dynamics
Target Audience: iOS Developers

4. Being Healthy or being Fit? Choose your camp and set your goals!

It is a connected world we are living in when your device know much better than you if you are a meatball or a lean shredded machine. Learn how to leverage your device knowledge of your body for a better and healthier future.
Technologies: iOS, HealthKit, Android, Google Fit
Target Audience: iOS and Android Developers

5. Cast a shadow over your competition with Chromecast.

The presentation of your media content matters the most. The handheld device screen is useful for a quick grasp but we all know you cannot enjoy a nice movie or a photo on it. You feel tension in your eyes while trying to catch the details your arms tires quickly. If there was a way to enjoy this nice media on the big screen while your are comfortably relaxing in your sofa... Well... There is :)
Technologies: Android, iOS, Cast API (Chromecast API)
Target Audience: Android, iOS

6. Android/ iOS Demo
Target Audience: iOS and Android Developers

7. Adopting Material Design.

Why are Android apps migrating to the new design concept? The pros and cons of Material Design and how to make it work with your brand. Demonstration: How to adopt the material design in pre-Lollipop Android devices.
Technologies: Android, Android Studio, Material Design
Target Audience: Android Developers, Creative and UX

8. Smart Wrist.

User experience in smart watches - sport, day-by-day, business usage. Overview of Android Wear concept.
Technologies: Android Wear
Target Audience: Android Developers

9. Monetising your Android apps.

Review of the different options for the developers to earn money using in-app purchase, subscriptions and advertisement.
Technologies: Android, Android Studio
Target Audience: Android Developers

10. More fun and less stress with smart web development tooling.

Productive developers surround themselves with ecosystem of robust tools for iterative development, debugging and distribution. For web developers, the arsenal of tools has exploded in the past couple of years, as we have a lot more dedicated software and libraries than 'console.log' statements and jQuery to help us build rich web applications and engaging experiences.
Technologies: Grunt, Bower, Yoeman, BootstrapTarget Audience: Web Developers

11. How to choose a js framework for a hybrid application.

These days anyone with a decent knowledge of HTML, CSS, and JavaScript can build a mobile application. There are a number of HTML, CSS and Javascript frameworks that make this possible. They also have done half of the hard work to bridge the gap between web and mobile platforms. This is an overview of the biggest players on the field.
Target Audience: Android, iOS and Web Developers

12. Prototyping with FramerJS.

It's easy to catch issues in your design when you are testing an interactive prototype. Problem is, that usually doesn't happen until development starts. At that point, it's too late to fix things. Learn Framer. Framer is a new creative tool to build interaction and animation prototypes.
Target Audience: Android, iOS and Web Developers, Concept and UX

13. Full blown solution using Parse - Hands-on-Lab.

From a standalone app to a business product. Review of Parse services and its integration with the mobile and web world. Demonstration: Creating a product covering iPhone, Android, Web as a frontend and Parse as a backend.
Technologies: Android, iOS, Parse.com, Web.
Target Audience: Android, iOS and Web Developers