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

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