

Microsoft Program – 10 March 2017

9.00 - 9.45	Intro	Tools and platforms to develop creativity, coding and project based learning
9.45 - 11.15	Workshop deep dive	3 options: Minecraft, Creative coding with games and apps, Game Development in unity /HoloLens VR
11.15 - 11.45	Break with exhibitions	Joachim Cohen / Intel demo, Cube Rider, other parnters
11.45 - 1.15	Workshop	3 options: Minecraft, Creative coding with games and apps, Game Development in unity /HoloLens VR
1.15 - 2.00	Lunch with Exhibitions	Joachim Cohen/ Intel demo, Cube Rider demo
2.00 - 2.45	Ray	Machine learning, AI, Bot creation and Azure Cognitive Services
2.45 - 3.15	Panel	Expert panel to ask questions of employees (TBC) or demo smackdown
3.15 - 3.45	Tour	
Off to drinks		