

Summer University -CS - 2011
schedule

	Monday	Tuesday	Wednesday	Thursday	Friday 07/01/11	Saturday 07/02/11	Sunday 07/03/11
9:00 - 10:30							
11:00 - 12:30							
Lunch					Check-In	Check-In	Check-In
1:30 - 3:00							
3:30 - 5:00							
5:00 - 8:00							
	Monday 7/04/11	Tuesday 7/05/11	Wednesday 7/06/11	Thursday 7/07/11	Friday 7/08/11	Saturday 7/09/11	Sunday 7/10/11
9:00 - 10:30							
11:00 - 12:30		Constraint Prog/ A.I. and Games	CSULB Tour	CP/A.I. and Games	Multiprocessor Prog/ Comp Graphics Apps		Baseball Game
Lunch							
1:30 - 3:00		Multiprocessor Prog/ Comp Graphics Apps	Multiprocessor Prog/ Comp Graphics Apps	Constraint Prog/ A.I. and Games	Constraint Prog/ A.I. and Games		
3:30 - 5:00	BBQ-Picnic Oakwood						
5:00 - 8:00							
	Monday 7/11/11	Tuesday 7/12/11	Wednesday 7/13/11	Thursday 7/14/11	Friday 7/15/11	Saturday 7/16/11	Sunday 7/17/11
9:00 - 10:30							
11:00 - 12:30	JPL Visit	Constraint Prog/ A.I. and Games	Multiprocessor Prog/ Comp Graphics Apps	Universal Studios	Multiprocessor Prog/ Comp Graphics Apps		
Lunch							
1:30 - 3:00		CP/A.I. and Games					
3:30 - 5:00							
5:00 - 8:00							
	Monday 7/18/11	Tuesday 7/19/11	Wednesday 7/20/11	Thursday 7/21/11	Friday 7/22/11	Saturday 7/23/11	Sunday 7/24/11
9:00 - 10:30	USC Visit	Scala	introduction to CUDA	Scala	introduction to CUDA		
11:00 - 12:30							
Lunch							
1:30 - 3:00							
3:30 - 5:00	introduction to CUDA	introduction to CUDA	introduction to CUDA	introduction to CUDA			Hollywood Bowl Concert
5:00 - 8:00							
	Monday 7/25/11	Tuesday 7/26/11	Wednesday 7/27/11	Thursday 7/28/11	Friday 7/29/11	Saturday 7/30/11	Sunday 7/31/11
9:00 - 10:30	Scala	Image Processing	Scala	Thales visit	Scala		
11:00 - 12:30							
Lunch						Check-Out	Check-Out
1:30 - 3:00	Image Processing	DreamWorks visit	Image Processing	Image Processing 2pm - 6pm	Image Processing		
3:30 - 5:00							
5:00 - 8:00					Closing BBQ at Oakwood		

Weeks 1-2

- Multiprocessor Programming/ECS 302
- Computer Graphics Applications/ECS 308
- Constraint Programming/ECS 302
- Artificial Intelligence and Games/ECS 308

Weeks 3-4

- Scala/ECS 302
- Image Processing/ECS 308
- introduction to CUDA/ECS 302