What our Programs Offer

BDPA's Youth Technology Programs offer competitive, intensive, and immersive training curricula for local students from grades 7 to 12 across the National Capital Region.

In our emerging software-defined economy, BDPA understands it helps to establish solid foundations for collegiate and professional careers.

Toward this end, selected students receive several months of introductory and advanced computing and technical training.

BDPA Student Member finalists are invited to compete in Regional and National High School Coding Competitions (HSCC) for scholarships, internships, virtual reality (VR) peripherals, tablet PCs, advanced mobile devices, and other awards.

bdpadc.org

tabletsforteens.org

All of our technology classes are professionally conducted inside the D.C. Courts Training Center located at:

701 7th Street NW, Washington, D.C. 20001

To register for our training programs in 2019 or for more information, visit:

www.dchscc.org • **www.bdpadc.org**

Orientation planning sessions and team introductions for FY19 will begin in October 2018. The 40th Anniversary Awards Gala for BDPA of Greater Washington, D.C. will be in the District of Columbia in November 2018.

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BDPA

Tech+Media Programs

Coding • Game Design • Multimedia

2019

Coding • High School Computer Competition

The High School Computer Competition (HSCC) Course is designed for students who are technology driven and interested in developing a career path in software engineering, web design, and other emerging areas of technology. The course objective is to teach students in grades 7 to 12, the fundamentals of software development using popular languages as HTML, CSS, PHP and MySQL to prepare students for opportunities to participate in both regional and national coding competitions, and chances to win scholarships toward college.

Students will also have an opportunity to demonstrate their talents at the Career Expo and network with IT and Business professionals from organizations and mission partners such as GDIT, Google, Oracle, and the Department of Defense.

Some of our recent success stories featured travel to several states which included Georgia, Ohio, and North Carolina to compete for scholarships and nurture relationships with IT professionals and industry partners.

Video • Multimedia

Our Video and Multimedia classes will introduce and teach students about all stages of video production:

1) Pre-Production
Scripting & Storyboard – The pre-production phase of a project is where all the planning takes place before the camera rolls.

2) Production
Production begins once the footage is recorded. This process will capture all the scenes and information captured in the pre-production process.

3) Post-Production
The post production process begins after all the footage has been captured. Graphics can be added along with images, music, color correction and special effects.

Being a "hands-on" course, students will gain knowledge, understanding, and practical experience using Adobe Creative Cloud platform and using audio, visual and graphics equipment to produce projects similar to those seen in theaters and on television.

bdpadc.org

Gamification • Design

The goal of our game development classes is to inform students about career earning potentials derived from one of their favorite hobbies—gaming.

Students will conceptualize the beginning-what the game is about; how it looks, how it plays; create sprites, text, models and user interaction; write the system that affects how the player interacts; and test and play what you have created.

We use *Construct 2*, an HTML5-based application which features event based programming for students to easily learn how to code.

At the conclusion of our course, students will be computer literate, know how to logically create, craft, code, distribute video games, and be extremely competitive in emerging software-defined job markets.