The Department of Computer Science at UMass Lowell is holding a one-week workshop that will provide hands-on training in the development of robots and mobile apps, exploring the intersection of Computer Science and the Arts. Students will create interactive art using LEGO Mindstorms EV3; learn about current research at UMass Lowell by visiting labs for hands-on demonstrations; tour the New England Robotics Validation and Experimentation (NERVE) Center; and use MIT App Inventor to design mobile apps for Android phones.

**Workshop Schedule:**

- **Tuesday, 1/6:** Artbotics (Holly Yanco and Adam Norton)
- **Wednesday, 1/7:** Artbotics (Holly Yanco and Adam Norton)
- **Thursday, 1/8:** Morning: Robotics Lab and NERVE Center Tours
- **Thursday, 1/8:** Afternoon: Making Mobile Apps (Fred Martin and Mark Sherman)
- **Friday, 1/9:** Making Mobile Apps (Fred Martin and Mark Sherman)
- **Monday, 1/12:** Making Mobile Apps (Fred Martin and Mark Sherman)

*In case of a snow day, the make-up day will be Tuesday, January 13th*

**LUNCH IS INCLUDED EACH DAY!**

Space is limited to 8 participants and on a first come first serve basis for MCC. To ensure your spot your registration must be received by December 12th, 2014. To register go to [https://www.middlesex.mass.edu/pathwayscenter/](https://www.middlesex.mass.edu/pathwayscenter/) and click on the UML Workshops button on the left.

For more information, email **FRATERA@middlesex.mass.edu**