Kazian PRO CURRICULUM

Module 1 — Adv Game Development & UI/UX Design

1 — Multiplayer Game
Students build games with multiple players

- [ ] if-else-if statements
- [ ] Random Color Generation
- [ ] Combining Boolean Operators
- [ ] Recording User turn

Color Game
Create a multiplayer game to generate colors as per user input

2 — Simulation Models
Students learn to simulate real life experiments

- [ ] New Operators
- [ ] Debugging
- [ ] While Loop
- [ ] Hypothesis

Streaks of Heads
Simulate a model of taking correct head count

3 — Mobile App Development
Students will build single and multi screen apps compatible on multiple devices.

- [ ] Arrays in Javascript
- [ ] Keyboard Events
- [ ] Lists
- [ ] Adding URL's

Image Scroller App
Build an interactive app with audio-visual components

4 — Web App Development
Students will dive into the world of HTML to build static and dynamic websites.

- [ ] HTML
- [ ] Logical Opertions
- [ ] JavaScript
- [ ] Variables & Loops

Canvas Painter App
Build your own interactive app

Module 2 — Application with Databases

5 — Front End Development
Students will learn Web Design with Advanced Libraries

- [ ] JavaScript
- [ ] CSS
- [ ] JavaScript Objects
- [ ] HTML

Login App
Build an interactive app with access to local storag

6 — Full Stack App
Students will learn to create and access local data sources for passing data in apps

- [ ] Database
- [ ] Queries
- [ ] Tables
- [ ] Data Retrieval

FlashCard App
Students will build a game using local and 3rd party data import

7 — Data Visualization
Students will learn data plotting and visualization by working on real life complex problems

- [ ] Graphs
- [ ] Variability
- [ ] Plots
- [ ] Probability

ClassSurvey App
Collect, process and identify patterns in data by visualizing it

Module 3 — Artificial Intelligence

8 — NLP
Students will learn how to convert speech into text and vice versa at real time

- [ ] Voice
- [ ] Speech Control
- [ ] Text
- [ ] Speech Tagging

Voice Enabled Locker
Build an intelligent locker that is voice protected

9 — Neural Network
tudents will learn how to train models and maths behind the same.

- [ ] Layers
- [ ] Classification
- [ ] Training Models
- [ ] Facenesh Filter

Facial Recognition Attendance System
Build a app with pre trained model to detect human face.

10 — Machine Learning
Students will explore some of the most popular Articial Intelligence concepts and create fun-lled applications.

- [ ] AI control flow
- [ ] POSNET
- [ ] Feature Extraction
- [ ] Object Identification

Rock, Paper, Scissor
Apply several Neural Networks to build a world class AI game