CENTER FOR COMPUTATION & TECHNOLOGY
Interdisciplinary | Innovative | Inventive

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Learn how to make your own apps for iOS devices: LSU Center for Computation & Technology to offer a two-week training course on app development

BATON ROUGE – According to the 2012 Smartphone Usage Statistics Report, there are more than 91 million smartphones in the United States, and the average person uses their mobile device to download an average of 48 apps per month. LSU's Center for Computation & Technology, or CCT, will hold the third annual iOS App Boot Camp on Aug. 5-15, from 9 a.m. to 4 p.m., giving the public an opportunity to learn how to create iOS apps, load them on personal electronic devices and market them.

Previous boot camp participants have produced excellent products, and several have used the acquired knowledge to start their own companies. No App.ologies LLC, formed by LSU students Timmy Meighan and Rebecca Pearson, was designed to create apps that would allow their users central accessibility to the learning resources they want.

"iOS Boot Camp was great in providing us with practical knowledge of the concepts that we went on to use for No App.ologies," said the company's chief operating officer Rebecca Pearson. "In fact, attending it served as the first source of formal training for our personnel."

Two other past participants, LSU's Josh Poirier and Emerald Skye Bird, created and recently released an app to support the preservation of the Koasati language, which is spoken by the Coushatta Native American tribe in Louisiana and Texas.

The boot camp can accommodate up to 60 people at a time, and is open to all interested parties – high school students, students from other institutions, even professionals who already have a job but want to gain new skills. Prior programming experience is not necessary, but basic computer skills are required. Participants are responsible for their own transportation, lodging, parking and meals. For those interested in accommodations on campus, space in an LSU residence hall is available for $33 per night. Registration for the two-week program is between $300-$600, depending on affiliation.

"Development for this platform engages business people, graphic and game designers, musicians, engineers, social media practitioners, marketing and advertising specialists, and of course, programmers," said Dr. Jesse Allison, camp co-organizer, assistant professor of experimental music and digital media and CCT faculty member. "I am excited about the future of this endeavor – exploring new modes of engagement in mobile environments, as the platform reaches an incredible variety of users."

For more information or to register, contact Karen Jones at kjones@cct.lsu.edu, 225-578-0595 or go to https://www.cct.lsu.edu/events/lsu-ios-app-boot-camp-2013.

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