

Welcome to the Spring Semester at Under the GUI!

We're excited to announce that our school has grown to over 200 students across 4 locations this semester!

- Madrona – Kitsilano
- Alcuin College – North Vancouver
- Pinetree Community Centre – Coquitlam
- KEY Admissions – Oak & 41st (South Vancouver)

Thank you for all the support in helping us grow. If you have any friends or family members who are interested in joining us, it's not too late!

We are accepting enrollment for the [Condensed Spring Semester!](#)

This Month's Feature: Claren Academy



We're excited to announce the opening of a new elementary school in Yaletown which shares our focus on programming, design, and the skills our children will need in the future.

Claren Academy will open in September 2017, and is accepting applications for kindergarten to grade two.

Their curriculum and resources tie together technology and creativity to open doors for little entrepreneurs of the future. As well, their small class sizes, individualized learning, and focus on problem solving will allow students to explore the ideas that really interest them, from music, to gaming, to VR, and beyond.

Visit www.clarenacademy.org to learn more, and to RSVP for their open house on February 19th.



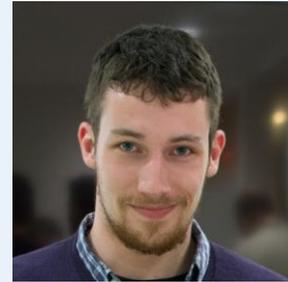
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We're social!
Find us on social media: underthegui

New Instructors - Profiles

Jordan Wilson (Madrona)



Jordan is currently finishing up his Computing Science degree at SFU. Having been introduced to computers at a young age, his interest in the field has grown exponentially over the years. With a love for games and the systems that make them come alive, he hopes to inspire in his students a similar passion for learning and desire to develop their own ideas.

Duarte Maia (Madrona)



Duarte has had a passion for games ever since his Dad brought home a Nintendo on a cold morning in the 90's. Playing games, breaking and analyzing them was a big part of growing up for him! He believes that gaming is a great part in development and so it is one of his lifelong dreams to be a part of that process - to create experiences for others the same way that it shaped his personality. As Duarte says: "At Under the GUI, I am able to give back to the next generations while playing my favourite game of Making Games! "

Feature Student – Michael Allan

Hands on Coding Experience: Immersive Technology Lab (ITL) at UBC

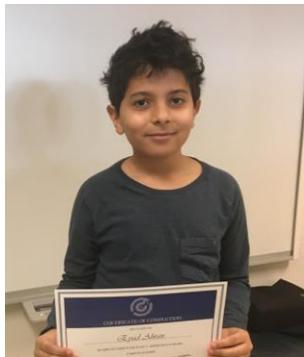
I have been in the Under the GUI's (UTG) educational program for a little over 4 years now. Upon starting the program, I was quickly taught the basics of computer programming in a way which was both engaging and relatively easy to understand. Since that time, I have learned many new fascinating concepts from UTG. These include: pathfinding algorithms, genetic algorithms, sorting functions, 3D programming, and much more. With these new skills, I have been able to undertake jobs, which before I never imagined I'd have access to.

By far the most enjoyable job and learning experience I've had so far is working for UBC's [Immersive Technology Lab \(ITL\)](#). This job allowed me to gain experience in the development of virtual reality applications and computer programs in general. Moreover, during my time with ITL, I was fortunate enough to work under Dr. Ray Hsu. This professor proved to be incredibly influential and insightful in the development of our start-up team, teaching us much about business and coordinating our engineering efforts.

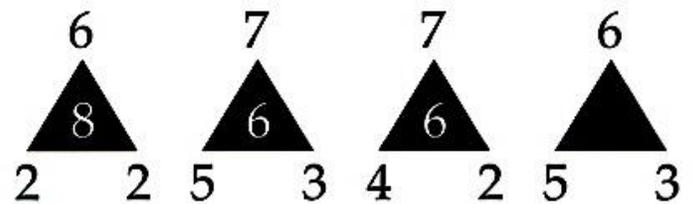
The wisdom and patience of the Under the GUI teachers allowed even the most difficult concepts to seem within my grasp. Finally, if I had to sum up my experience at UTG in one word it would be "enthusiastic" as I never once got the impression that a teacher was anything less than enthusiastic to bestow his or her students with knowledge.

Fall 2016 Graduations!

Congratulations to all of our student who completed an -02 course in the Fall 2016 Semester!



Brain Teaser Challenge



QUESTION:

Which figure should be placed in the empty triangle?

SOLUTION: The top number minus the bottom left-hand number is multiplied by the bottom right-hand number to give the number inside the triangle.