



STEM Program at MIT



Program Overview

Code	Topic	Location	Dates, Price & Deadline	Length
MIT1	STEM	Boston	https://dka-llc.com/programs/	13 Days

About MIT



Founded by William Barton Rogers in 1861 in response to the increasing industrialization of the United States, the university adopted the European university model and emphasized laboratory instruction from an early date. MIT researchers were involved in efforts to develop computers, radar, and inertial guidance in connection with defense research during World War II and the Cold War. In the past 60 years, MIT's educational disciplines have expanded beyond the physical sciences and engineering into fields like biology, cognitive science, economics, philosophy, linguistics, political science, and management.

- **QS World University Ranking in 2022: No.1**
- **US News World University Ranking in 2022: No.3**



Certificate of Completion

After finishing the training program and meeting all requirements, participants will be awarded the Certificate of Completion.

Recommendation Letter

Participants with outstanding results in the completion requirement will receive an official letter of recommendation.



Invitation Letter



Certificate of Completion



Recommendation Letter



The course is taught by senior professors and scholars from MIT. It is taught in English in small classes by using case study and interactive teaching mode. It emphasizes the interaction between teachers and students by group discussion in order to stimulate students' thinking to the greatest extent.

Specialized Courses

During the course, the professor will use game development as an example to explain the convergence of technology and education. From the introduction of game logic, to pen and paper prototypes, to program learning, and finally playtesting. The content is enlightening and includes knowledge points in experiences. Teachers and professors will pay attention to each student's background and language ability, and patiently explain and constantly inspire thinking. MIT faculty balances industry experience with academic research, with some faculty serving as consultants to government agencies, publishers of specialized books, and business managers.



Topics will cover:

- Introduction to Design-Game Design
- MIT Games and Operations (Audio and Augmented Reality/Virtual Reality Experiments)
- Design Thinking-Game Experience and Analysis
- Prototype Design-Designing Digital Games
- Game Design Practical Operations
- Body, Technology and Mind: Robotics and AI

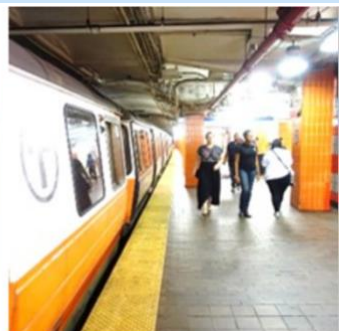
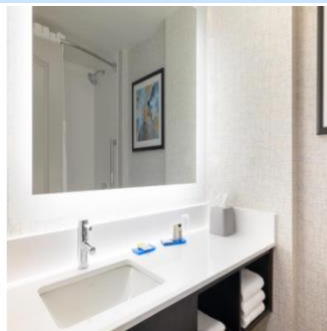
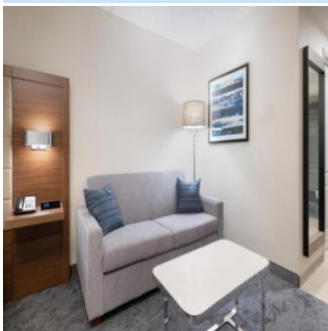
Completion of the Program

Students will work in groups and finish the project presentation at the end of the program. MIT faculties will observe the project presentation and pick the winning group.



Additional Information

Each group will be assigned 1-2 group leaders.



Accommodation

Appropriate accommodation will be arranged for the duration of the program.

Holiday Inn Express Hotel & Suites Cambridge

450 Monsignor O'Brien Highway, Cambridge, Massachusetts 02141

Meals

Breakfasts are included. (Breakfasts will be served at the hotel.)

Transportation

Coaches will be arranged for airport pick-up and drop-off. Students can take the convenient public transportations (Subway/Bus) during their stay. Transportation cards will be provided to the students.

Class size

There will be no more than 45 students in each class.

Fee

- Including: MIT Training, Cultural Activities, Visits, Breakfast, Local Transportation, Accommodation and Travel Insurance.
- Excluding: Visa, Round-trip Flight, Lunch, Dinners, and other personal expenses.

<p>To see all DKA programs, or apply: https://www.dka-llc.com/programs</p> 	<p>To download this brochure: https://dka-llc.com/MITSTEM.pdf</p> 
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Schedule

#	Morning	Afternoon
Day 1	Arrive in Boston, Hotel Check-in	
Day 2	<u>Opening Ceremony</u> <ul style="list-style-type: none">• Welcome Session• Program Orientation⌘ MIT Campus	<u>Guided Tour</u> MIT Campus Tour <ul style="list-style-type: none">• The Great Dome, Stata Center and other landmarks of MIT• Talks with current MIT students⌘ 77 Massachusetts Avenue, Cambridge, MA <u>Student Activity</u> Boston Skywalk <ul style="list-style-type: none">⌘ Prudential Tower
Day 3	<u>Seminar</u> The Role of Exploration and Play in Learning <ul style="list-style-type: none">• Introduction of Serious Play• Debrief Discussion⌘ MIT Campus	<u>Historic Tour</u> Freedom Trail <ul style="list-style-type: none">• Boston Common, USS Constitution and other historic sites• History of the United States

		✦ Freedom Trail
Day 4	<u>Seminar</u> VR/AR – A View of the Future <ul style="list-style-type: none"> • VR/AR Technology • Device Demo ✦ MIT Campus	<u>Company Visit</u> BrainCo. <ul style="list-style-type: none"> • Human Computer Interaction Device Demo • Business Story ✦ BrainCo.
Day 5	<u>Seminar</u> Game for Learning: Innovation and STEM <ul style="list-style-type: none"> • Scientific Topic • Ideation and Brain Writing ✦ MIT Campus	<u>Site Visit</u> Cambridge Innovation Center <ul style="list-style-type: none"> • Boston Entrepreneur Environment • Venture Cafe ✦ One Broadway, 14th floor, Kendall Square, Cambridge MA
Day 6	<u>Seminar</u> Designing New Tech Ventures <ul style="list-style-type: none"> • How to build innovative ideas • How to design new tech venture ✦ MIT Campus	<u>Government Visit</u> EMK Institute for United States Senate <ul style="list-style-type: none"> • United States Political System • Model Parliament ✦ EMK
Day 7	Free & Ease	
Day 8	Free & Ease	
Day 9	<u>Seminar:</u> Game Design: Meaning in Games <ul style="list-style-type: none"> • MDA Framework: Mechanics, Dynamics, Aesthetics • Select tool for digital prototype development ✦ MIT Campus	<u>Student Activity</u> Boda Borg <ul style="list-style-type: none"> ✦ 90 Pleasant Street, Malden, MA
Day 10	<u>Seminar:</u> Big Data and Predictive Analytics <ul style="list-style-type: none"> • Development of Big Data • Data Analytics ✦ MIT Campus	<u>Campus Visit</u> Harvard Campus Tour <ul style="list-style-type: none"> • Harvard Square, Johnston Gate and other Harvard Landmarks • Talk with current Harvard students ✦ Harvard
Day 11	<u>Seminar:</u> Body, Technology and Mind: Robotics and AI <ul style="list-style-type: none"> • Robotics and AI Technology • Development of AI Technology ✦ MIT Campus	Prepare on final presentation
Day 12	<u>Final Presentation</u> <ul style="list-style-type: none"> • Project Presentation • Closing Ceremony ✦ MIT Campus	Free & Ease
Day 13	Check-out	Departure from Boston

Remarks: Schedule is tentative and subjected to change.