



S3COD001C

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# ROBOMASTER Training Course

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**Application Deadline**  
**12 May 2022 12:00 noon**

**Result Release**  
**23 May 2022**

## **Intended Learning Outcomes**

Upon completion of the programme, participants should be able to:

1. systematically identify and fix problems with computing devices and their components;
2. design and iteratively develop programs that combine control structures;
3. relate their coding knowledge and skills into the ROBOMASTER competition; and
4. appreciate other teammates' strength and able to assigned duties accordingly.



## ◆ Introduction

ROBOMASTER is a robotic competition launched by Da-Jiang Innovations (DJI). It requires participants to go beyond their textbooks to form a robotics team, develop a diverse fleet of robots and participate in team battles.

This training course focuses on the theoretical engineering knowledge and AI application skills. Also helping students to progress from mastering robotic basics and programming to AI and robot control theory. In session 5, an internal competition will be held. According to their performance and collaboration, 8 students will be selected to compete in the ROBOMASTER Youth Tournament (Hong Kong) on behalf of HKAGE in Jul - Aug.

## ◆ Schedule

Session	Date	Time	Venue
1	4 Jun 2022 (Sat)	1:00 p.m. – 3:00 p.m.	Room 403, HKAGE
2	8 Jun 2022 (Wed)	5:30 p.m. – 7:00 p.m.	Room 403, HKAGE
3	11 Jun 2022 (Sat)	1:00 p.m. – 3:00 p.m.	Room 403, HKAGE
4	15 Jun 2022 (Wed)	5:30 p.m. – 7:00 p.m.	Room 403, HKAGE
5	25 Jun 2022 (Sat)	9:30 a.m. – 12:30 p.m.	Cyberport

## ◆ Screening

Please answer the screening question in the online application form.

\*The screening question is designed to help the applicant understand the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate motivation and the knowledge of coding/ programming in the screening question can be enrolled in the programme

## ◆ Target Participants

- S1 – S3 HKAGE student members only
- Class size: 20

## ◆ Pre-requisite

Priority will be given to students who have completed Coding Adventurers (A2COD001C) and competed in CoderZ League Tournament

## ◆ Medium of Instruction

Cantonese with English handouts

## ◆ Certificate

E-Certificate will be awarded to participants who have:

- Attended ALL sessions; AND
- Completed all the assignments with satisfactory performance.