



OpenCG

Project Brochure





Why learn code?

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Computer Science is the backbone of almost everything in this modern world. We rely on computers for everything in our day to day life. Whether it be the computers are in our cars that break automatically for us, the ones that control our traffic lights, and the phones we all use to communicate with one another. Computers are applied in almost every job field there is. Agriculture? Teaching? Medicine? Yup, computers are in all of these fields too.

One great example is the use of machine learning in the medical field. Computers have aided doctors in coming to concise and informed medical diagnoses.

Computers are everywhere. In a world where almost everything is run by computers, we need people who are able to read and write code. Programming, and computer science more broadly, allows for people to think and solve problems in a creative manner. We need more out of the box thinkers to create the next amazing technology that will change the world forever.

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Everybody in this country should learn to program a computer, because it teaches you how to think

-Steve Jobs

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About Us.

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Here at CodeGeek, we are devoted to building the best programming courses we can possibly create.

We are a small team of programmers, ranging in background from data analysis to web development, that got together with an idea to spread computer science education. Together, we are developing curriculum and learning materials that will provide you with all the knowledge and understanding you could possibly need to solve problems using code. This idea of problem solving is essentially what computer science is, solving problems as quickly and as efficiently as possible with the aide of a computer.

With these skills, we hope you can use them to build cool things and learn even more things in the field of computer science. We want to teach you computer science and we want to inspire you to keep learning it. We think you'll enjoy learning with us.

We also strongly support the spread of computer science education and we are devoted to building the best programming courses we can possibly create. We are also devoted to building the best possible, open sourced curriculum for our courses. This is why we started OpenCG, or Open CodeGeek.

With OpenCG, you can access our teaching materials and teach the course yourself to others. You can go about teaching this course however you wish. You could setup a public workshop, host an after school event, or teach your friends and family right in your living room. All of our teaching materials are free, and open to anyone. You can even modify them if you'd like.

The end goal of OpenCG is to simply provide anyone who teaches or wants to teach computer science, with an open source teaching framework that provides high quality material in an easy to understand manner. With OpenCG, we want you to learn the basics of computer science, and we want you to go on and teach it to somebody who isn't familiar with computer programming. This methodology hopefully will result in a many people who are interested in computer science and want to continue with it. We hope this project will cause a ripple effect and result in a larger awareness of computer science education. We are devoted to building the best, open sourced, curriculum for our courses.

With OpenCG, you have access to all of our teaching materials and you can teach the course yourself to others. You can go about teaching this course however you wish. You could setup a public workshop, host an after school event, or teach your friends and family right in your living room.

Interested?

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Are you interested in using our materials to teach computer programming? Have any questions? Please feel free call us at:

(518) 348-9885

and a representative from CodeGeek will contact you!



Learn it with us, teach it to them.
codegeek.pcriot.com

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