2023 Workshop Schedule

There are five different workshops being presented and each workshop is being offered three times on the following schedule:

Time	Event
10:00am	Workshop Session #1 begins
10:25 am	Session #1 ends/Transition Time
10:30 am	Workshop Session #2 begins
10:55 am	Session #2 ends/Transition Time
11:00 am	Workshop Session #3 begins
11:25 am	Session #3 ends

Room #178 - "Streamlined robot design and the benefits of simple but fast subsystems."
Presented by 11260 Up-A-Creek Robotics

Room #179 - "Recruiting and training new members"
Presented by 6200 Despicable Machine

Room #180 - "Unleashing the Power of Command Based Programming : A Guide to Incorporating FRC Techniques in FTC"
Presented by 8569 RoboKnights

Room #182 - "Iterative Design In Practice - How building two radically different robots allowed us to better understand Power Play as a challenge and how we learned to fail quickly"
Presented by 23377 SigmaCorns

Room #183 - "Don't' Guess, Guesstimate! Data Analysis & Game Simulator Software to Improve Your Design Strategy"
Presented by 8569 RoboKnights

Room #186 - "Learn about the design of the Loony Claw, how it was initially tested and iterated, and how we promoted it to the whole FTC community."
Presented by 10355 Project Peacock