

Coding Scene

برمجة المشهد



ما هو ستوديو 5/6؟

تماشياً مع استراتيجية برنامج الشباب الرقمي لوزارة المواصلات والاتصالات، يهدف ستوديو 5/6 إلى الإرتقاء بقدرات الشباب عبر تطوير مهاراتهم العلمية في بيئة العصر الرقمي. تم بلورة فكرة ستوديو 5/6 ليكون منصة تقدم للمجتمع العديد من الفرص للحصول على المعرفة العملية في مجال التكنولوجيا وأدواتها، حيث ستتاح الفرصة للشباب والشابات لتطوير مهاراتهم في حل المشكلات والتفكير النقدي والإبداعي مما يسهل عليهم أن يصبحوا صناعاً للتكنولوجيا في المستقبل.

What is STUDIO 5/6?

In line with the Ministry of Transport and Communications' Digital Youth Strategy, STUDIO 5/6 is mainly aimed at nurturing youth as digital learners by sharpening their 21st century learning skills, as they develop in an all-pervasive digital environment.

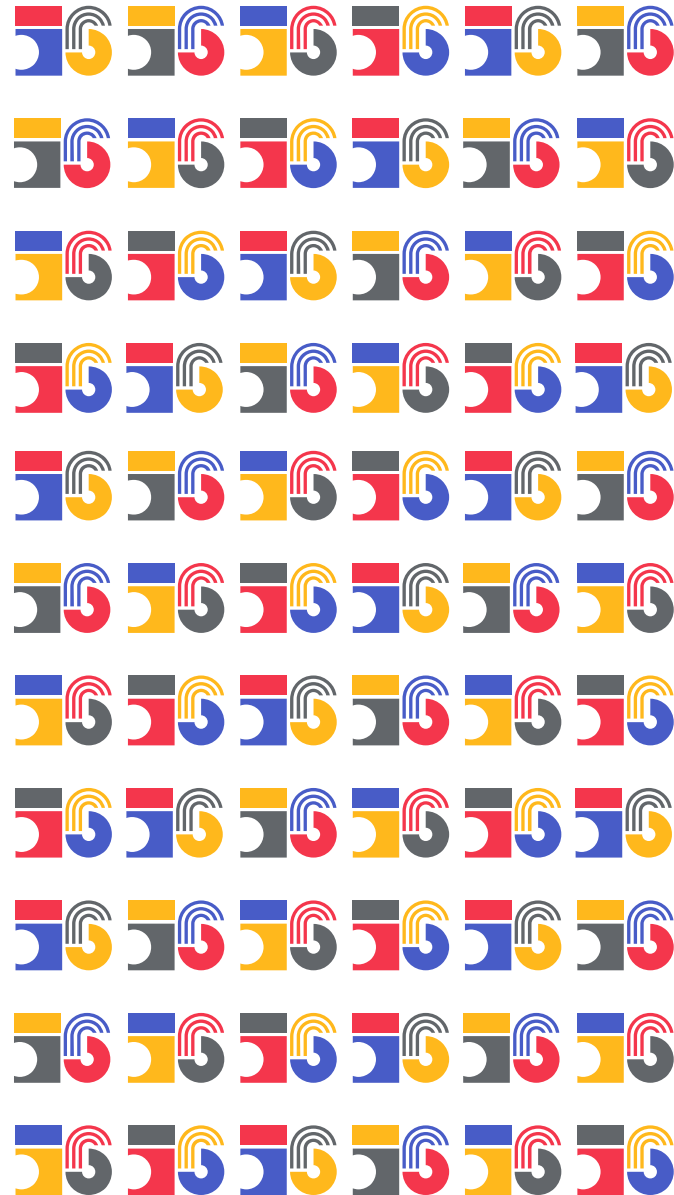
In fact, STUDIO 5/6 is envisaged as a community platform that offers technology and allied equipment support for hands-on learning opportunities. Here youth can develop their problem-solving, critical thinking, creativity and innovation skills. This will also develop young people's knowledge of technology and help them to become future creators of technology.

info@studio56.qa



Studio56.qa

SUMMER SESSIONS ONLINE _ July/Aug



We are keep going with our program of in the month of July & August too.

Qatari makers will join 5 days of program to learn digital tools and create on the last day a final project, that will be evaluate and get a certificate .



What is Coding

Coding or programming is the process of creating instructions for computers using programming languages.

ما هي البرمجة:

هي عملية انشاء تعليمات لجهاز الحاسوب ليقوم بأداء مهمة معينة.



Why Do We Need Coding

Without coding,
computers would
literally **do nothing**.
They would be
completely useless.

بدون البرمجة فإن جهاز
الحاسوب لن يتمكن من القيام
بأي مهمة و سيصبح غير مفيد

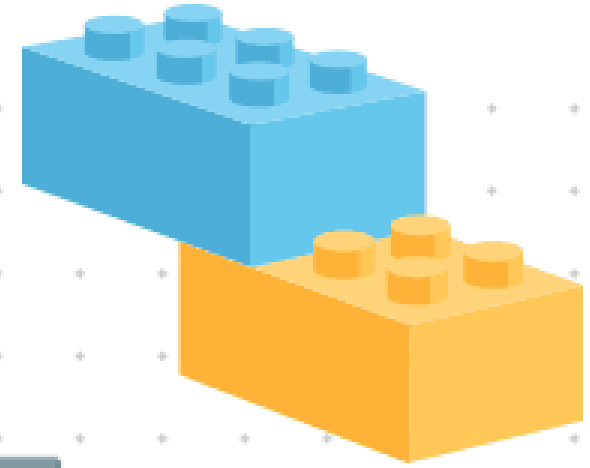


What is Block Coding

Block-based coding utilizes a drag-and-drop learning environment, where programmers use coding instruction "blocks" to construct animated stories and games.

هي عملية استخدام أوامر البرمجة على شكل وحدات جاهزة و ترتيبها لبناء برنامج

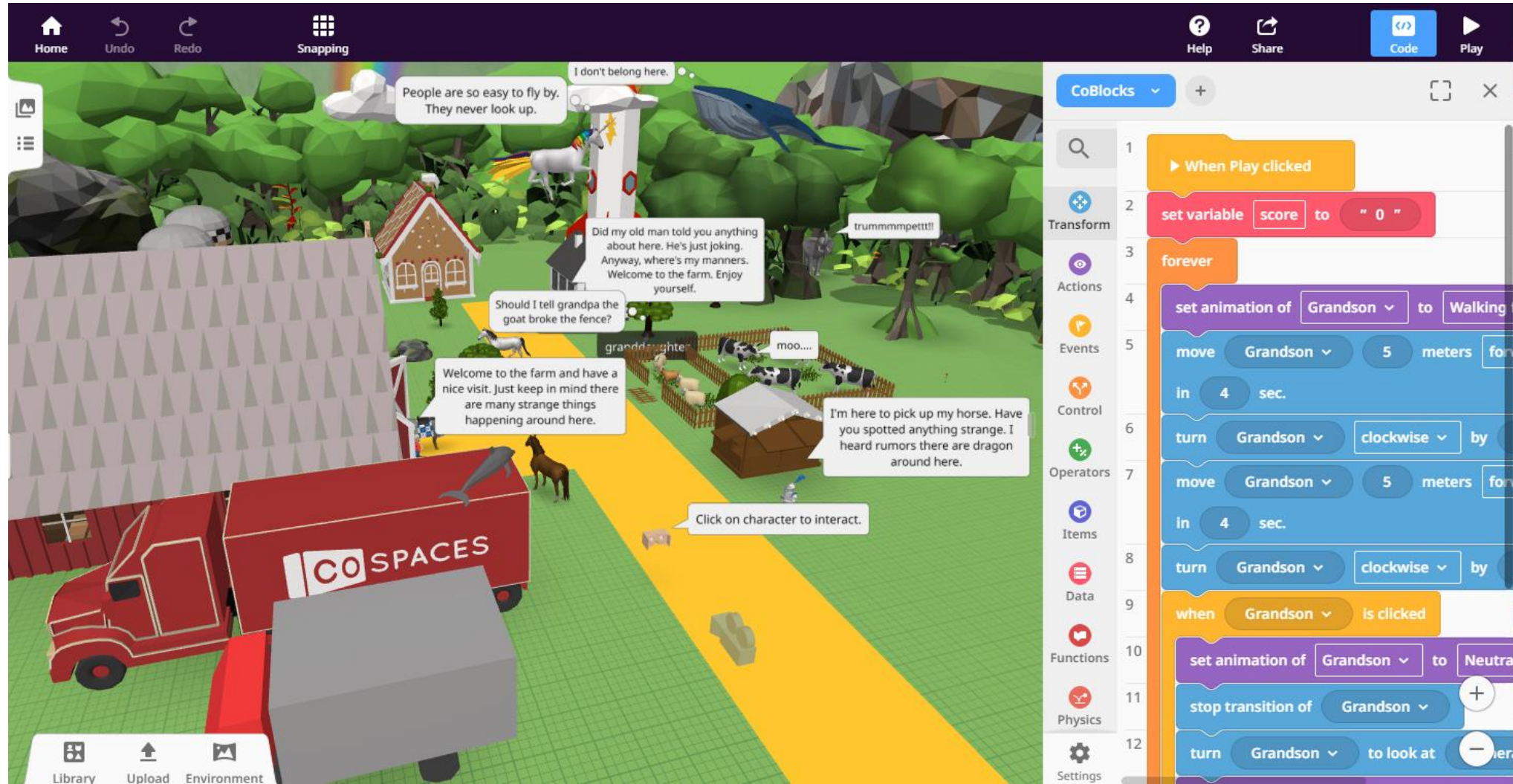
ما هي البرمجة بالوحدات



```
onField_change
  return type void
  item Product assembly
  item.Inventory account null
  item.Unit null
  if item.Assembled item ≠ null
  do
    item.Unit item.Assembled item.Base unit
    item.Inventory account item.Assembled item.Inventory account
  calculate quantity of assembled item with:
    document item
```

Coding in VR Scenes

البرمجة في المشهد الافتراضي



Coding in Cospaces

البرمجة في برنامج كوسبيسز

The screenshot displays the Cospaces coding environment. The top navigation bar includes icons for Home, Undo, Redo, Snapping, Help, Share, Code, and Play. The main workspace shows a 3D scene with a blue building, a blue car, a person, and a tree. The right side features a block-based programming interface with a search bar and a list of blocks. The visible blocks are:

- 1. When Play clicked
- 2. move (Can't find) 1 meters forward in 1 sec.
- 3. move (Can't find) 1 meters forward in 1 sec.
- 4. turn (no items) clockwise by 180° in 1 sec.

The bottom left shows a library with categories: Characters, Animals, Housing, Nature, Transport, Items, Building, Special, and Search. The bottom right has a "PRO Unlock all objects" button.

How to Code in Cospaces

تعليمات البرمجة

Select Model

Build Blocks

Open Coding

The screenshot displays the Cospaces interface. At the top, there is a navigation bar with icons for Home, Undo, Redo, Snapping, Help, Share, Code, and Play. The main workspace shows a 3D city scene with a red double-decker bus on a road, surrounded by buildings and a tree. A blue circle highlights the bus. A 'Select Model' arrow points to a selection menu over the bus. To the right, the 'CoBlocks' menu is open, showing categories like Transform, Actions, Events, Control, and Items. The 'When Play clicked' event is selected, and a coding block is being built with the following steps: 1. move (no items) in 1 sec. 2. move (no items) in 1 sec. 3. turn (no items) clockwise by 180° in 1 sec. An 'Open Coding' arrow points to the 'Code' button in the top right. At the bottom, there is a library of models categorized by type (Characters, Animals, Housing, Nature, Transport, Items, Building, Special, Search) and a 'PRO Unlock all objects' button.



68J7N

THANKS

Studio56.qa

Instagram: studio56qa

info@studio56.qa

