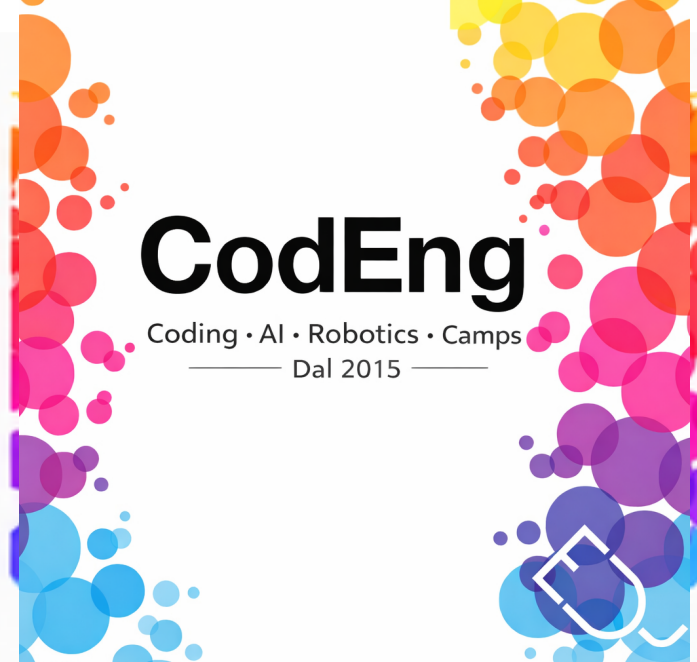




CodEng 2026 Showcase

Benvenuti!

Derval O'Neill - Founder

Simone Frosi - Teaching Assistant

codeng.eu



STEM Camp Shenzhen - Spettacolo di Luci - aprile 2026



Endless Driving Game - Senior Unity Class



I nostri relatori



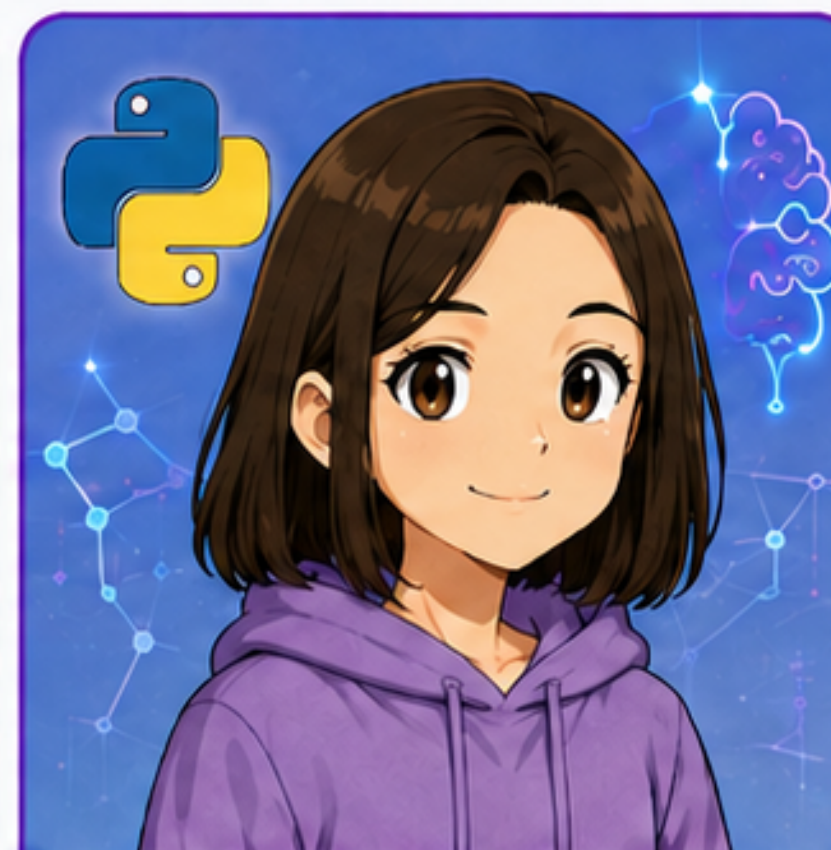
Oscar
Scratch



Cristina
Vibe Coding



Francesco e Giovanni
Vibe Coding



Camilla
Python + AI



Mia
Unity



Tamino e Max
Unity



Cristina e Diego
STEM Camp China



Roberto
Mythos



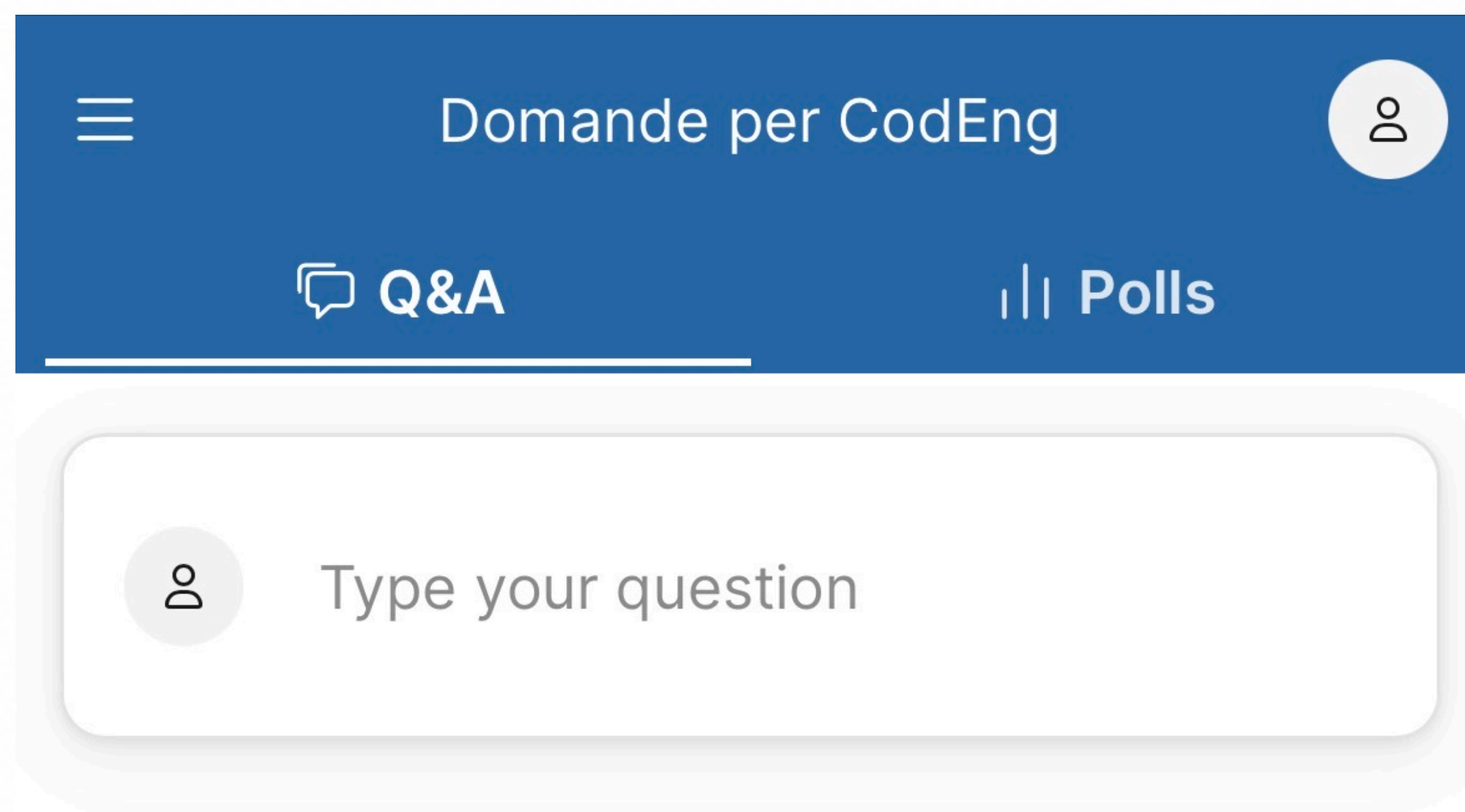
Simone
Elmec Service
Assurance Specialist



Chiara
Code in Place,
Stanford University

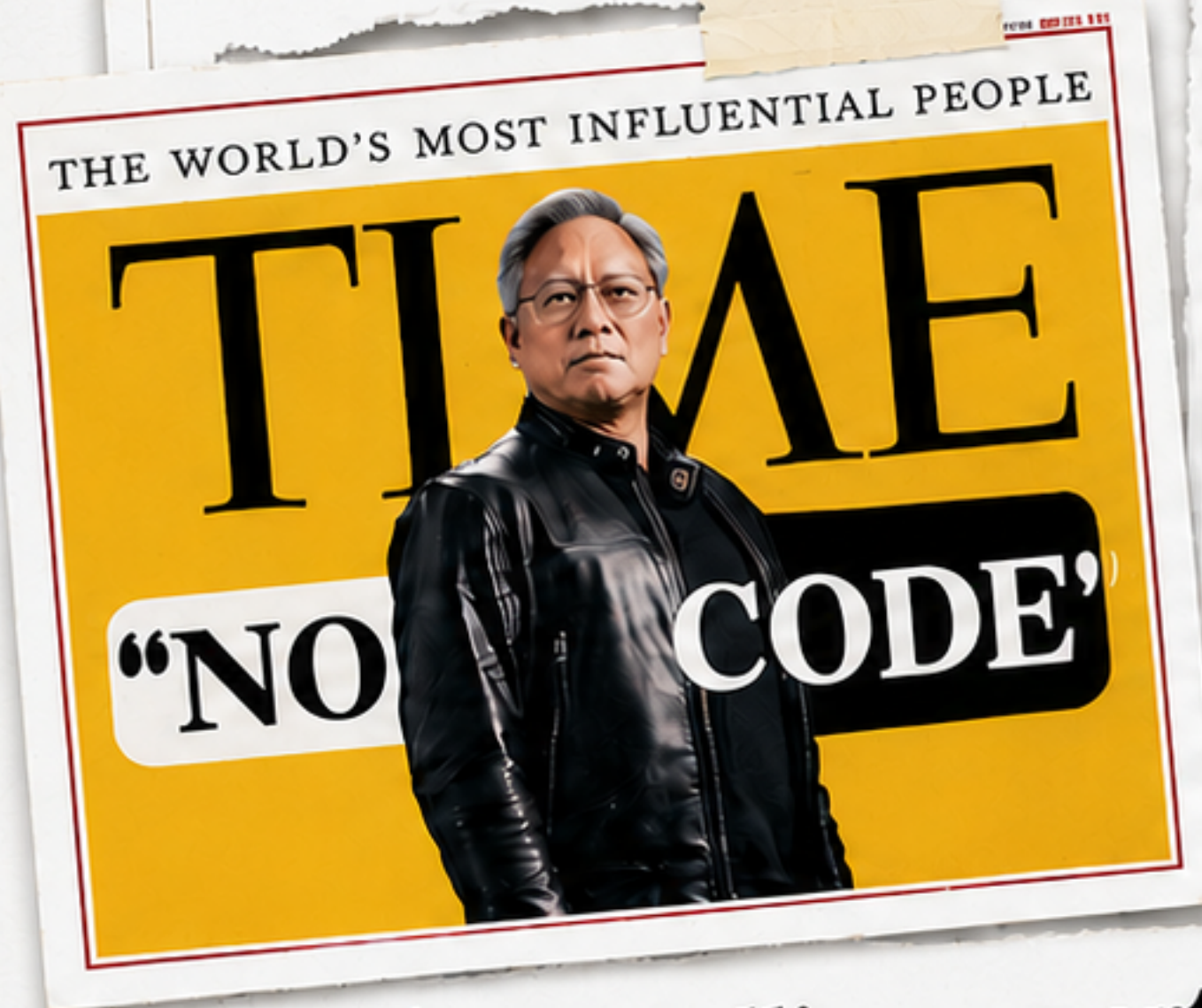
Se avete delle domande, fateci sapere!

con Slido



Sbagl(ia)ndo, s'impara | I giovani hanno cominciato a protestare contro l'intelligenza artificiale

TGCOM 24
L'AI non basta: la fintech Klarna fa marcia indietro e torna ad assumere essere umani



“L'intelligenza artificiale aiuta il lavoro di chi comunica, ma non lo sostituisce”



L'enciclica del Papa sull'IA: dignità umana e responsabilità etica



Why Companies Are Quietly Rehiring Software Engineers in 2026 (AI Reality Check)



Perché gli italiani sono tra i più preoccupati al mondo per l'IA?





Join at menti.com | use code **7849 1011**



In una parola: come vi sentite quando sentite parlare di Intelligenza Artificiale?

0

curioso

0

preoccupato

0

entusiasta

0

confuso

0

spaventato,

0

ottimista



menti.com
7849 1011

Waiting for participants



→ End presentation



Come CodEng prepara gli studenti all'era dell'AI

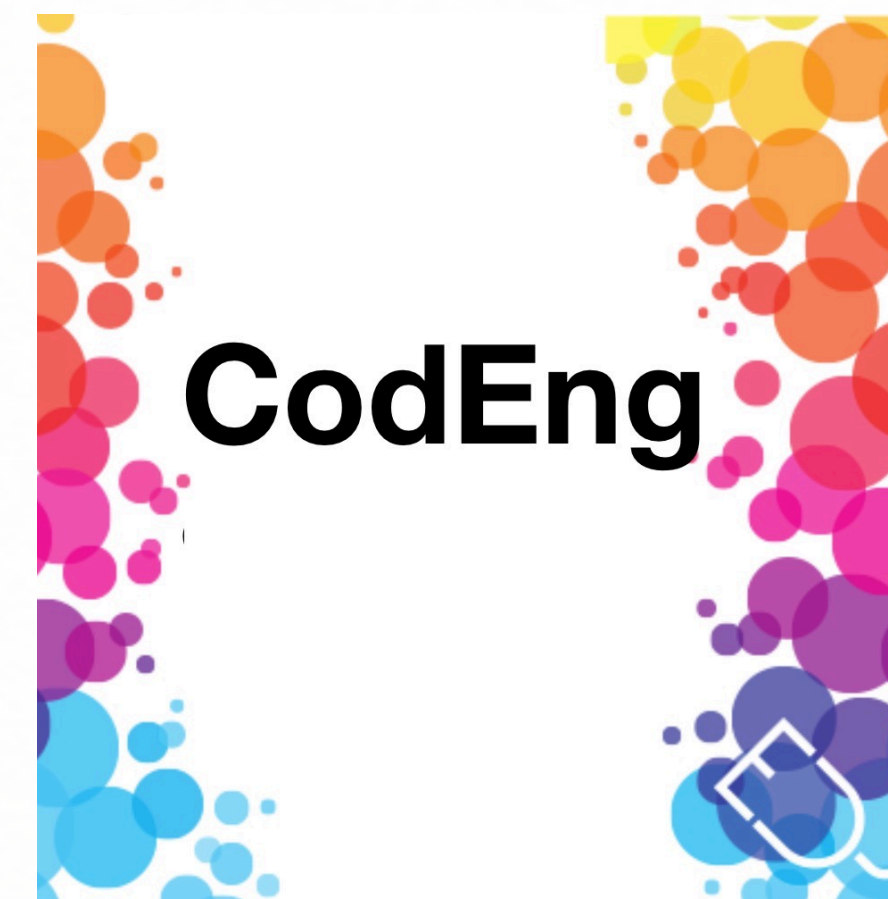
Sperimentare con gli strumenti in modo creativo e responsabile

- Capire come funziona l'AI e perché non è semplicemente “un altro Google”
- Vibe coding con Cursor e Replit.
- Creazione di immagini e video con Images 2.0 e Nanobanana.
- Podcast con NotebookLM.
- Introduzione ad Agentic AI con Claude Code.

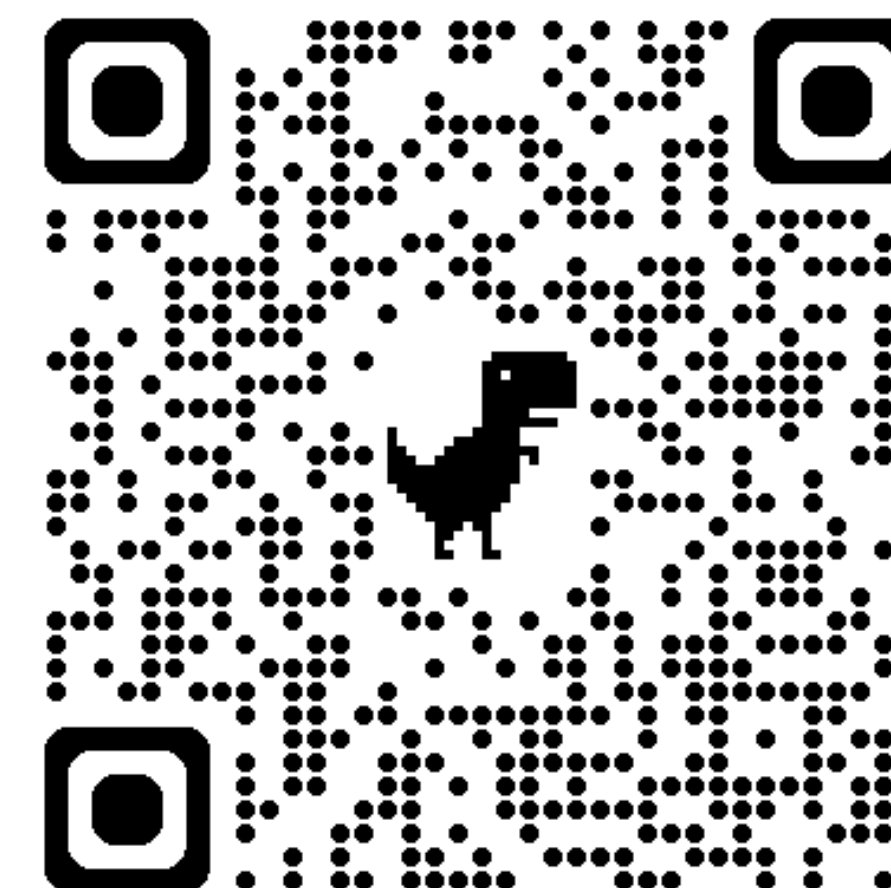




LABORATORI AI GRATUITI PER ADULTI E RAGAZZI



- Iscriviti per i workshop gratuiti a settembre al Clubhouse di Ispra e alla Scuola Europea
- Sponsorizzati per il semestre Irlandese del Union Europea



STEM Camp Estivi alla Scuola Manfredini



SCUOLA ELEMENTARE PRIMARY SCHOOL

22 - 26 giugno

Italiano e Inglese
Italian and English

SCUOLA MEDIA MIDDLE SCHOOL

29 giugno - 3 luglio

Italiano e Inglese
Italian and English

SCUOLA SUPERIORE HIGH SCHOOL

6 - 10 luglio

Inglese
English

Dalle 9:00 alle 13:00
dal lunedì al venerdì

€ €250

Scuola Manfredini STEM camp:
via Merano 3, Varese



STEM Camp Estivi alla Scuola Manfredini





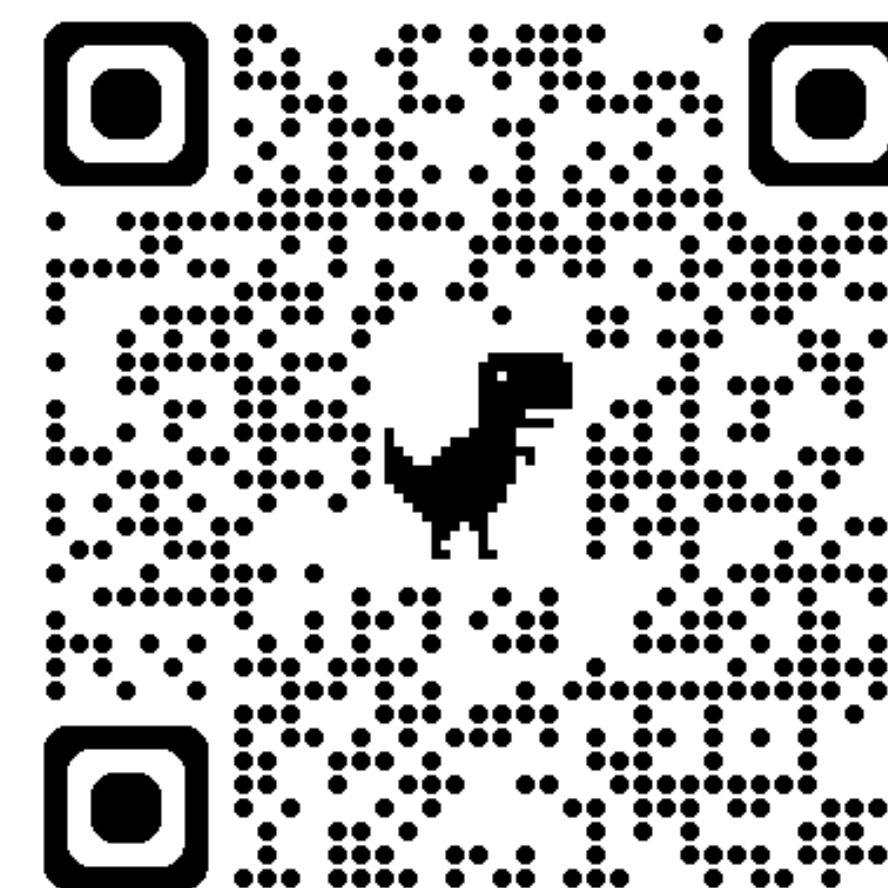
STEM CAMP IRELAND

CodEng

Coding • Robotics • Tech • Camps
— Dal 2015 —

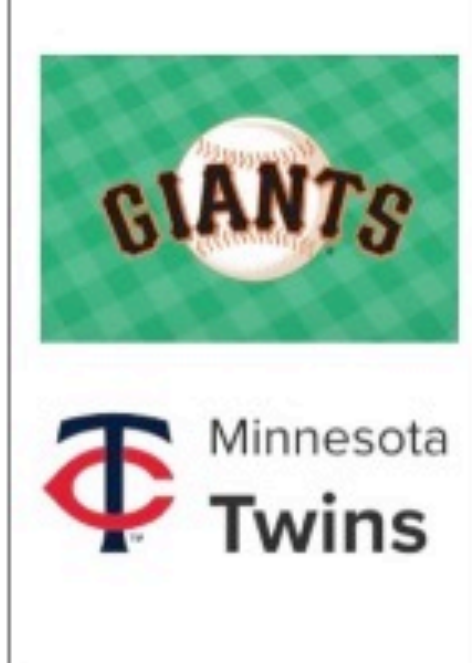
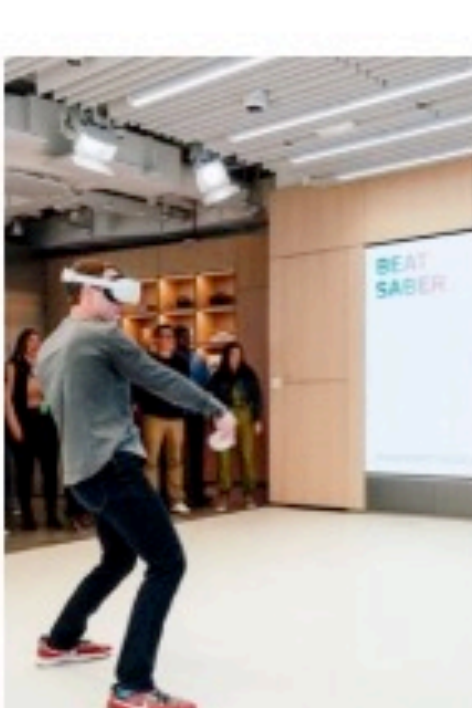


Dal 23 al 27 agosto



codeng.eu

STEM Camp Silicon Valley- Luglio 2027

Day 0 Wednesday 10th	Day 1 Thursday 11th	Day 2 Friday 12th	Day 3 Saturday 13th	Day 4 Sunday 14th	Day 5 Monday 15th	Day 6 Tuesday 16th
						
Depart Malpensa	Tesla Factory Tour	Stanford University	Computer History Museum	Oracle Stadium Baseball	Microsoft	EU-US Rep office
						
Arrive Airbnb Santa Clara	Apple	Google	Coursera	Meta Store	Amazon	Airport departure

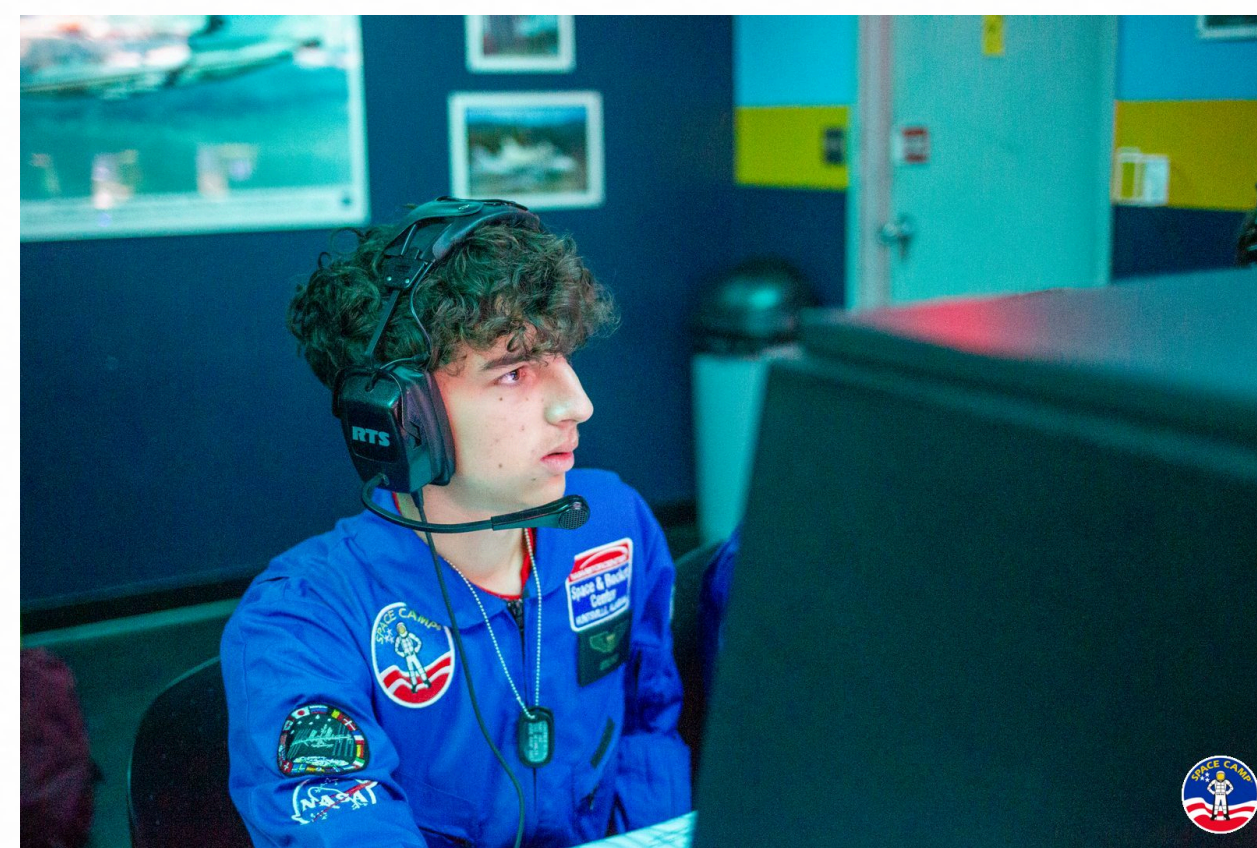
STEM Camp USA 2027



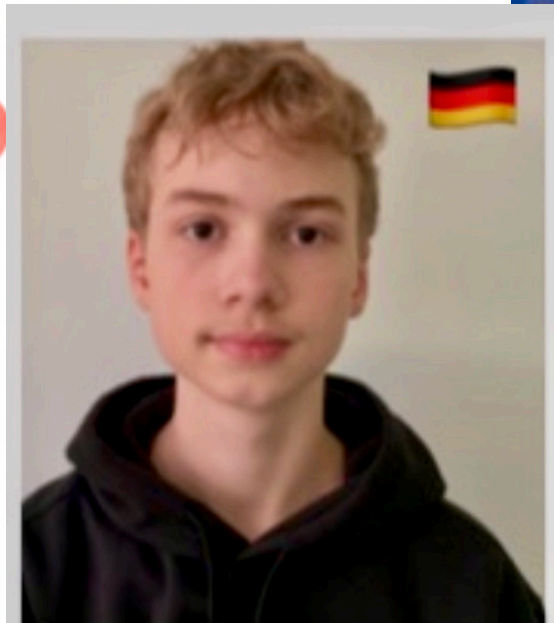
varesenews.it

Da Varese alla Silicon Valley. Giovani programmatori crescono

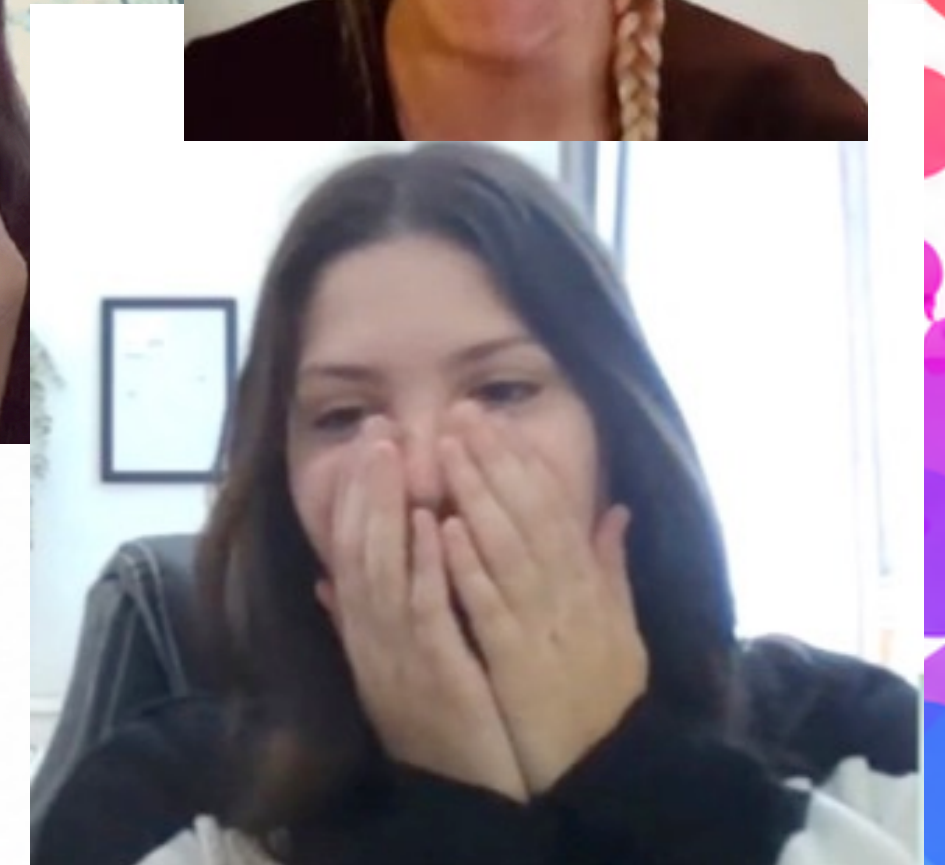
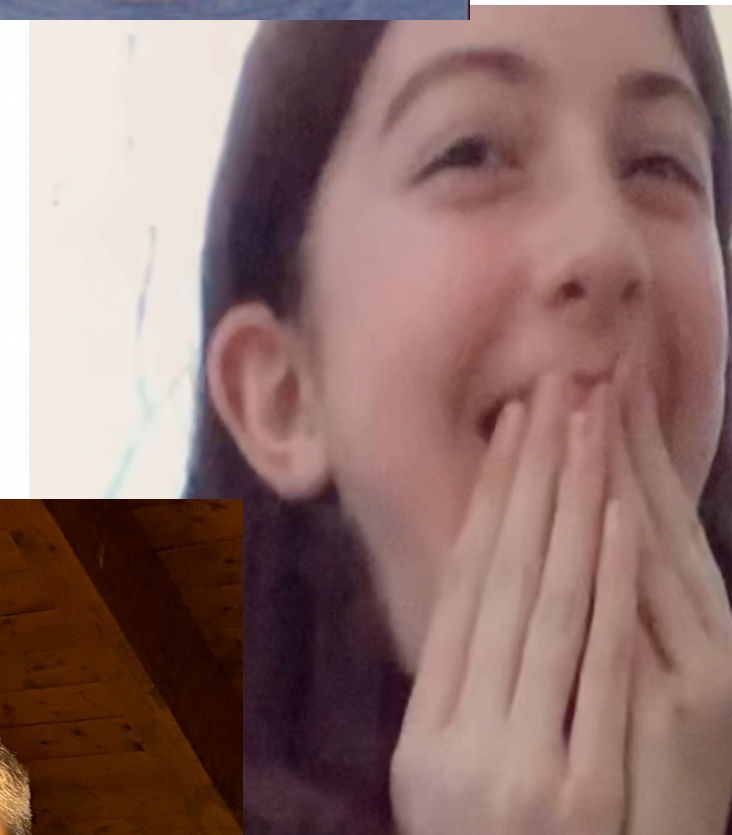
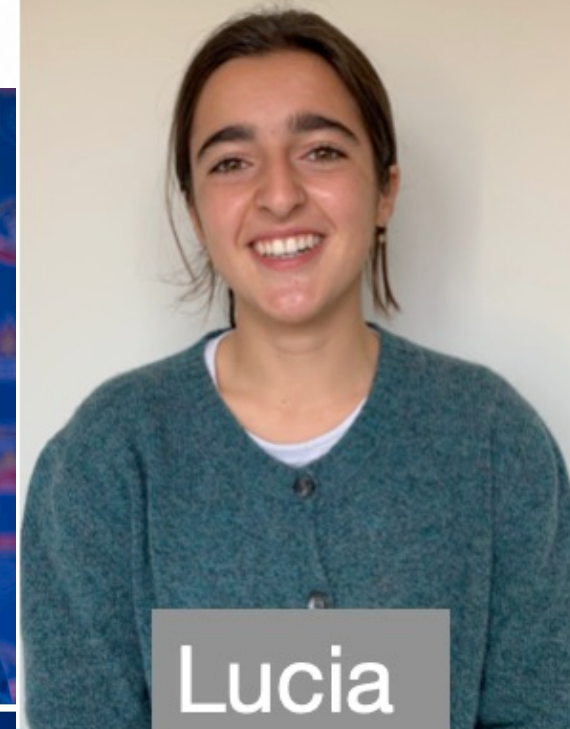
i



I Vincitori di Borsa



Leonhard



Programma per corsi doposcuola 2026/27

Lunedì - Scuola Europea Primaria - Scratch - Sphero Robotics

Mercoledì - Scuola Europea Secondaria - Python + AI + Robotics

Mercoledì - Senior Coders Online - 1° gruppo intermedio Unity 17:30 - 18:30

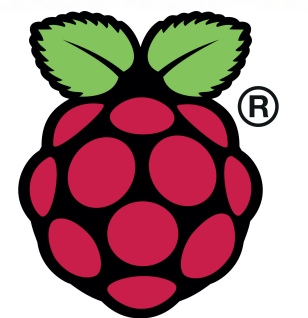
Mercoledì - Senior Coders Online - 2° gruppo avanzato Unity - 18:30 - 19:30

Giovedì - Brebbia - Intermediate Coders, Python + AI - 18:00 - 19:00

Venerdì - Piccola England - Principianti - Minecraft

Sabato - Circolo di Casbeno - Principianti - Minecraft

Sabato - Circolo di Casbeno - Intermedio Coders, Python + AI + Robotics



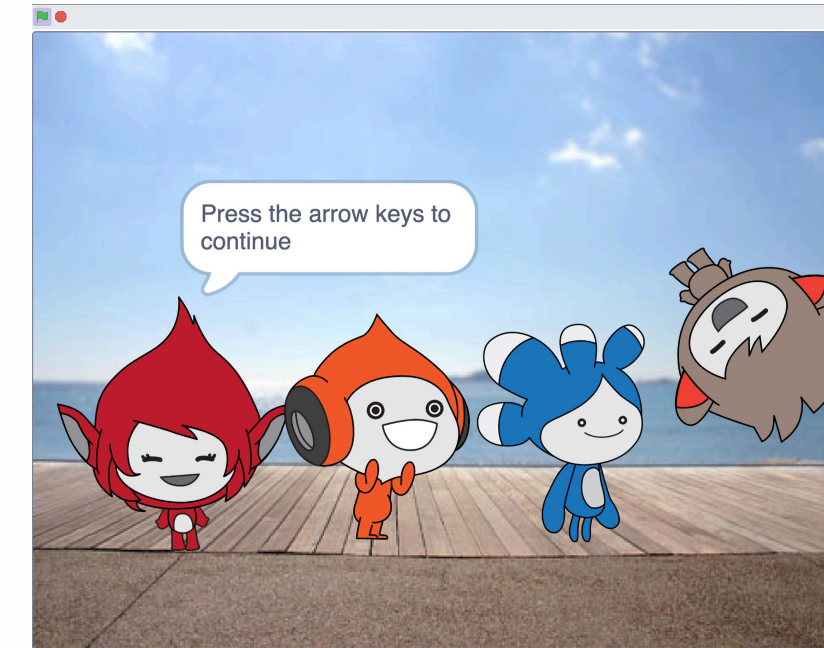
Raspberry Pi



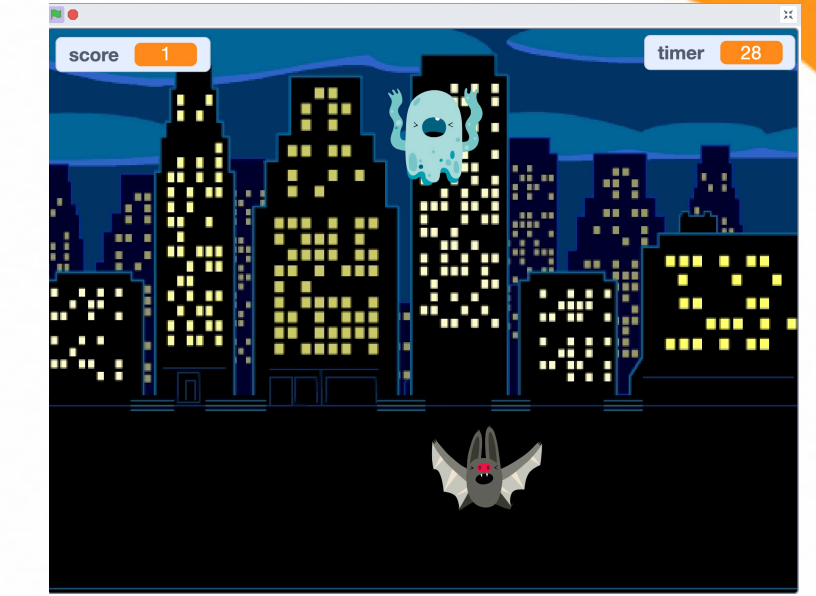
Oscar



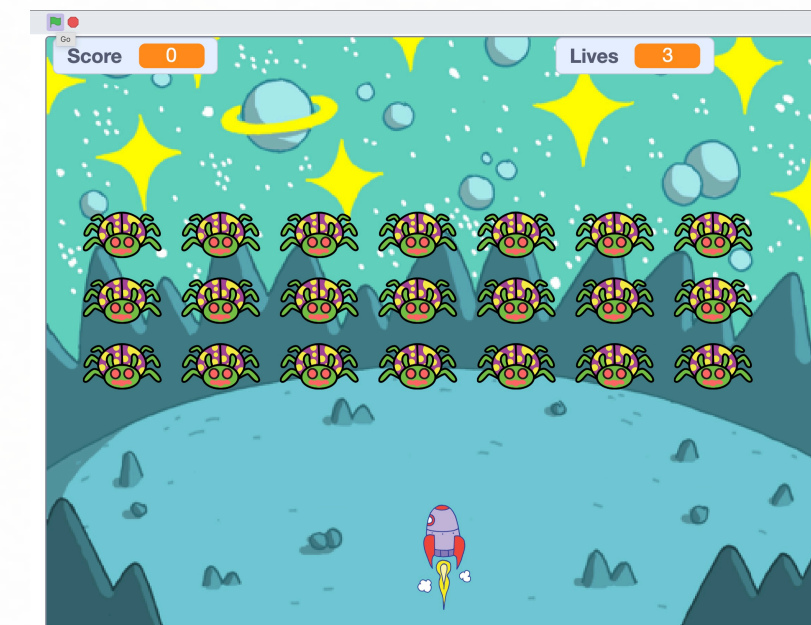
Cheese Chase



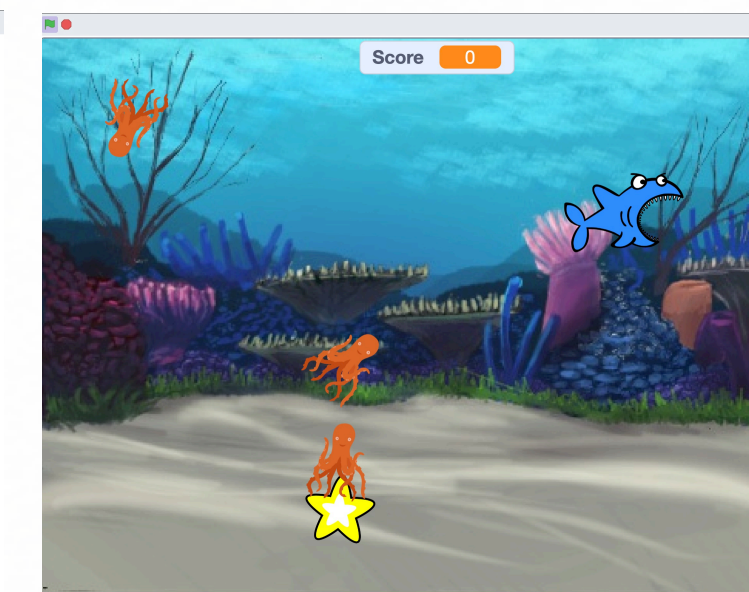
Beat Box



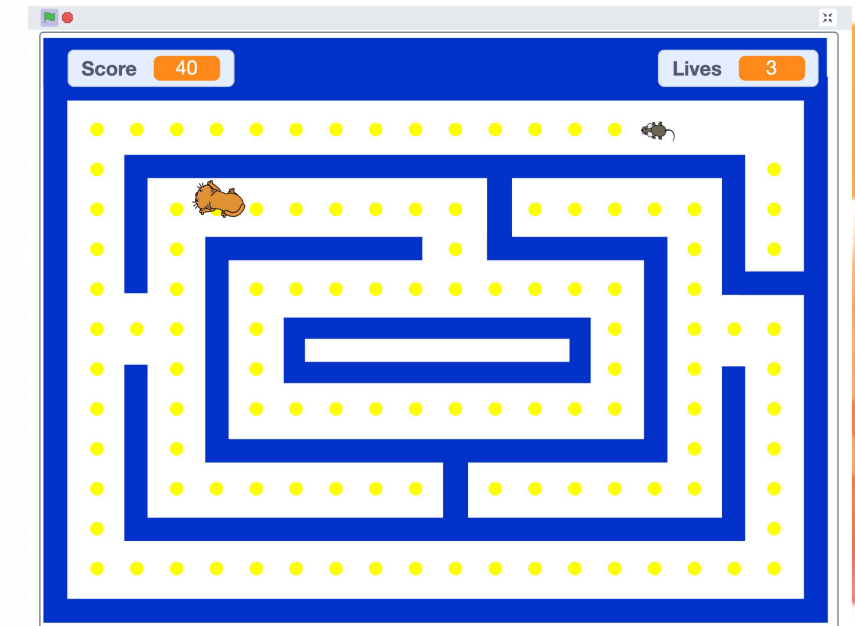
Ghost Hunter



Space Attack



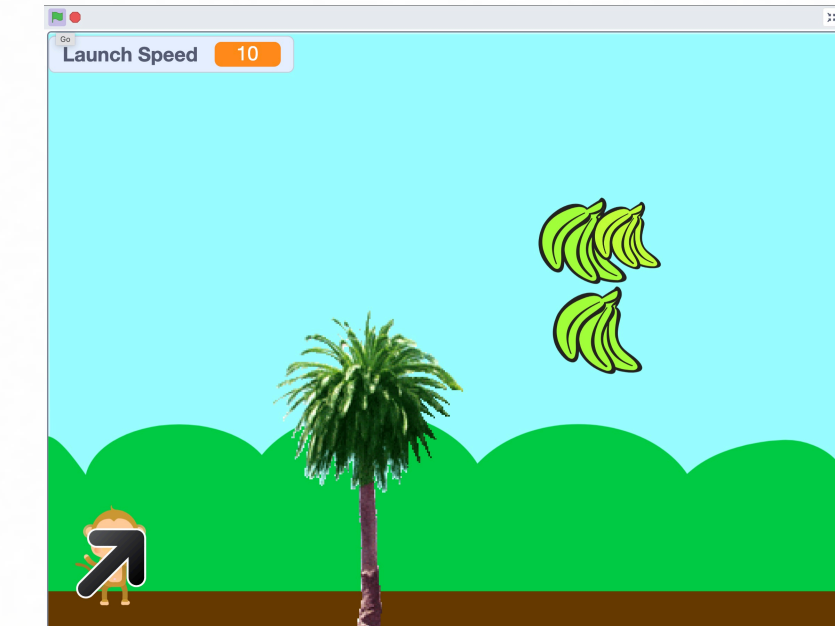
Star Hunter



Pac Man



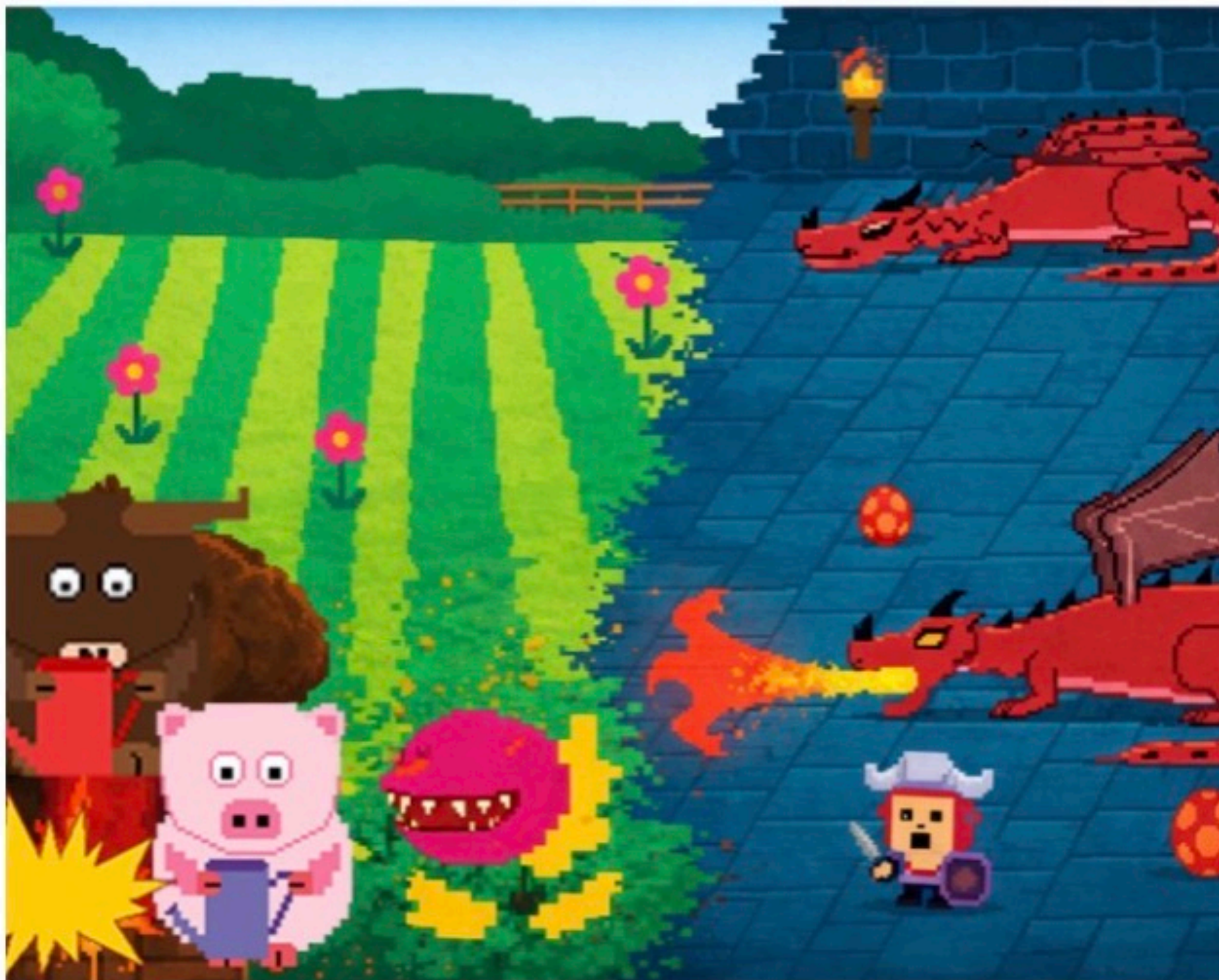
Dance Celebration



Jumpy Monkey

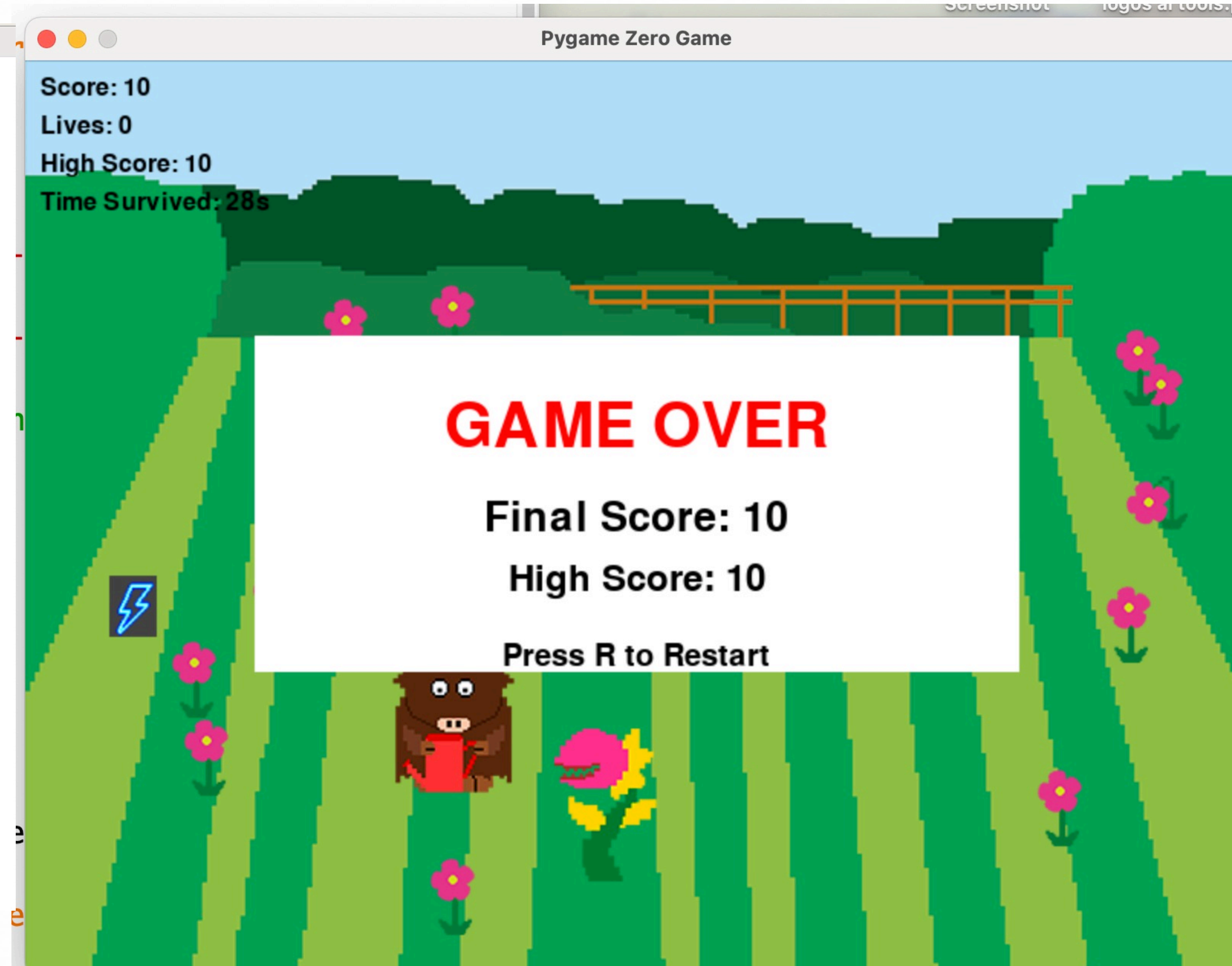
Sfida AI!

Python Game Remix



Camilla - Happy Garden - understanding Python

```
1 import pgzrun
2 import time
3 from random import randint
4
5 WIDTH = 800
6 HEIGHT = 600
7
8 # -----
9 # GAME STATE
10 # -----
11
12 game_state = "menu"
13
14 score = 0
15 high_score = 0
16 lives = 3
17
18 start_time = 0
19 time_elapsed = 0
20
21 multiplier = 1
22 multiplier_active = False
23
24 rain_mode = False
25
26 warning_message = ""
27 warning_played = False
28
29 invincible = False
30
```



I nostri vincitori sono:

Francesco Cristina

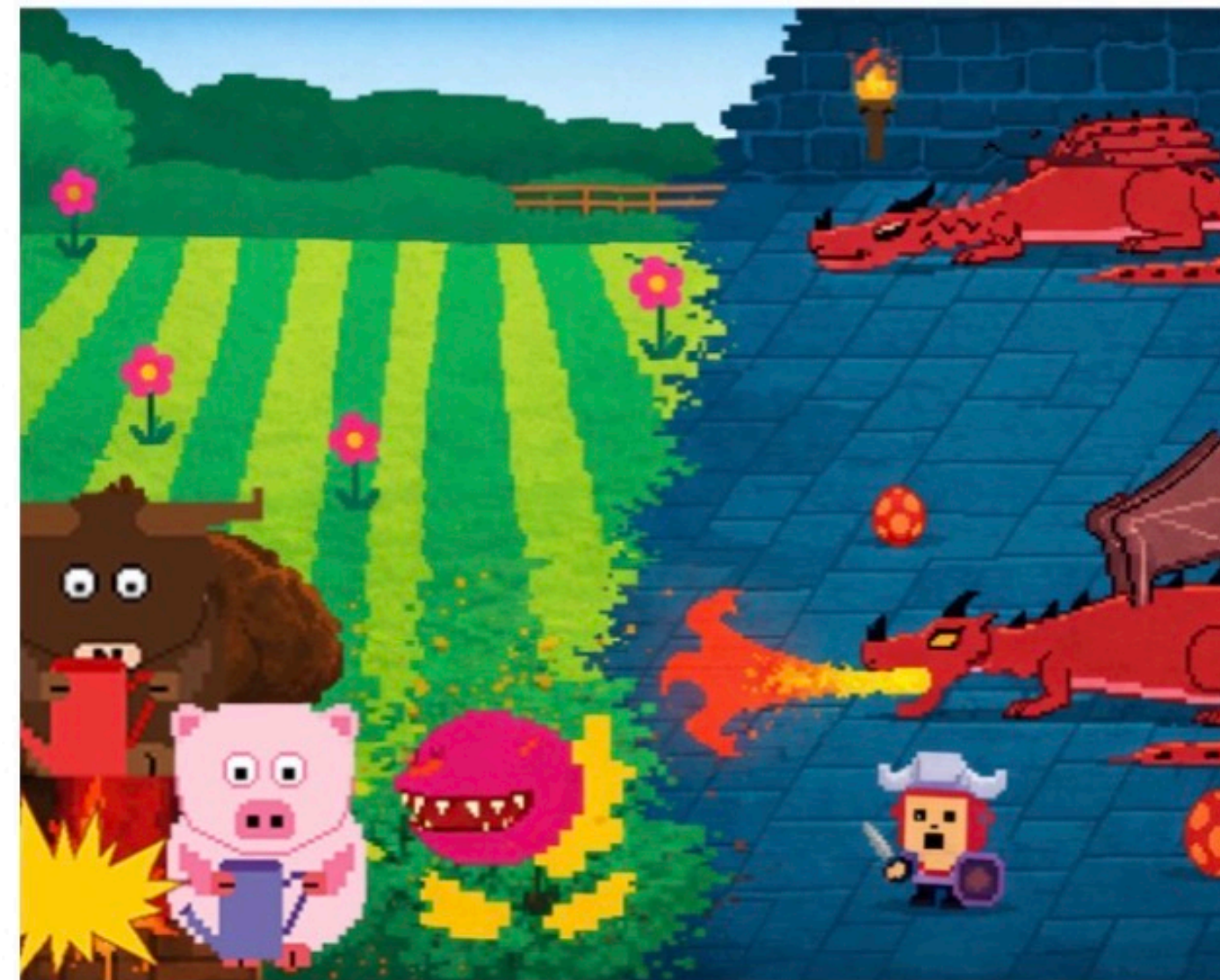
Riccardo Davide

Gabriele Milo

Tilman Giovanni

Camilla Ambra

Sfida AI! Python Game Remix



Gemini



I nostri vincitori sono:

Francesco Cristina

Riccardo Davide

Gabriele Milo

Tilman Giovanni

Camilla Ambra

Sfida AI! Python Game Remix



Gemini



ChatGPT



CURSOR



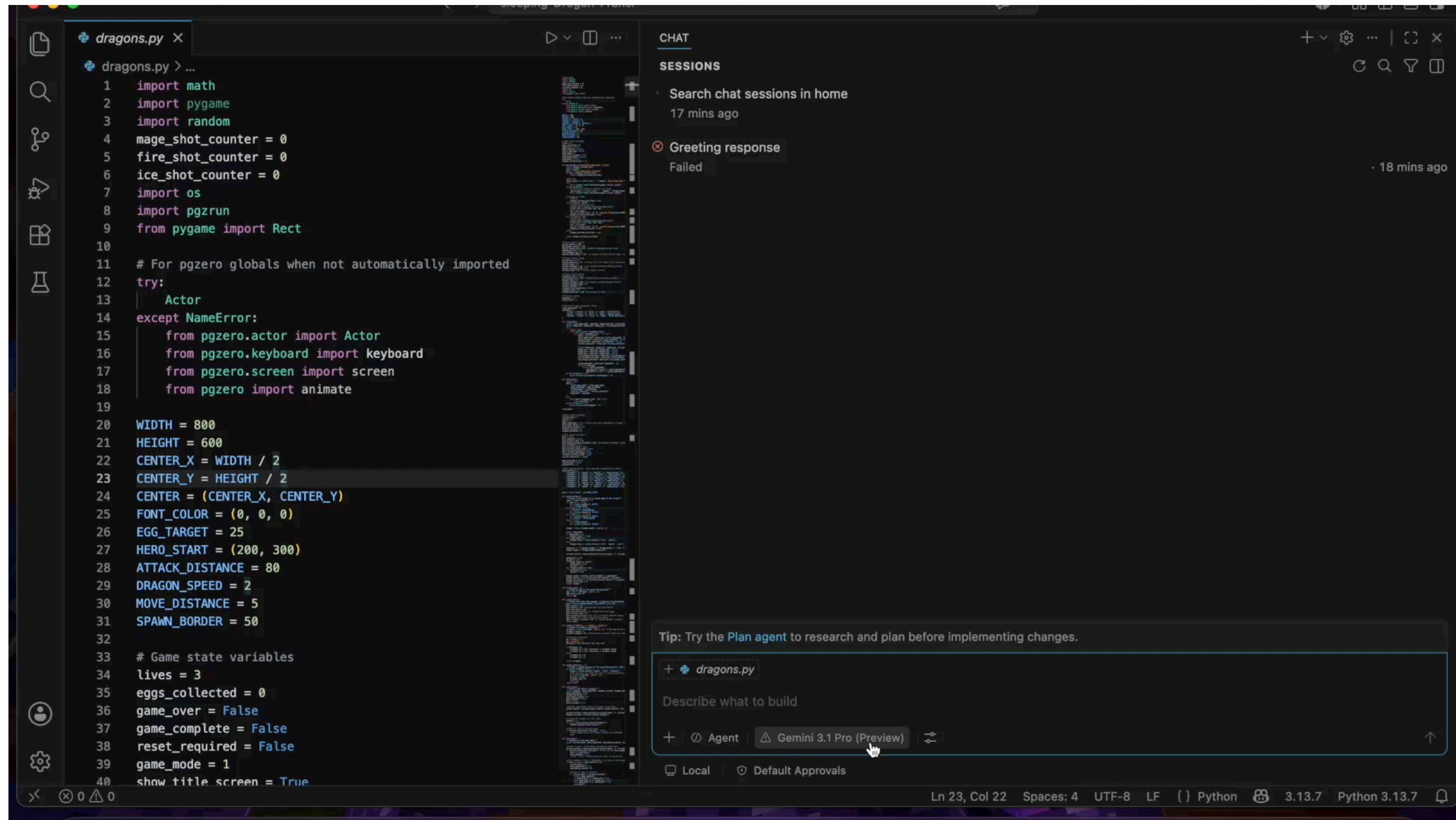
Cristina - Happy Garden in Python adattato con ChatGPT



Francesco - Sleeping Dragons adattato con Copilot



Francesco - Sleeping Dragons adattato con Copilot



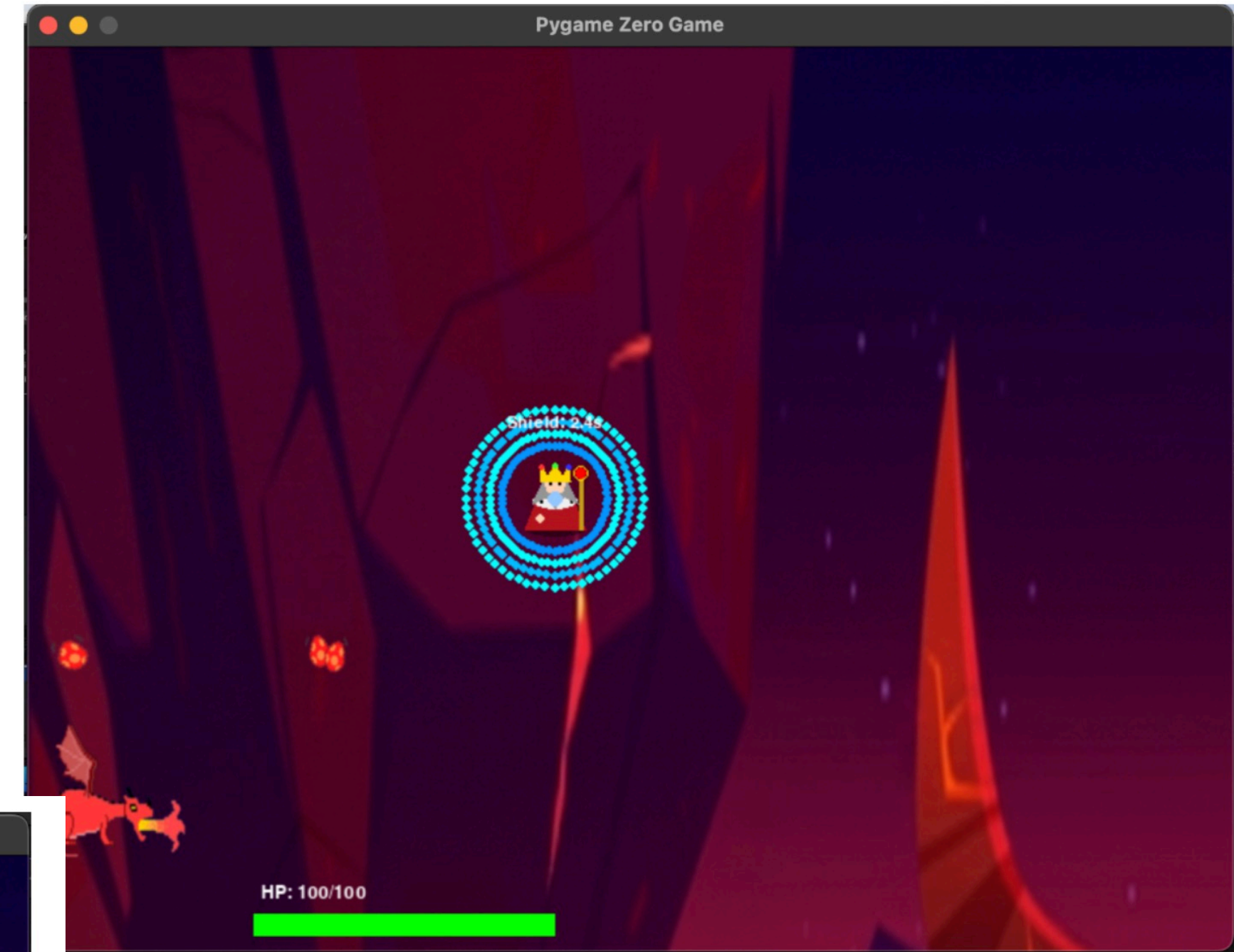
Francesco - Sleeping Dragons adattato con Copilot



1

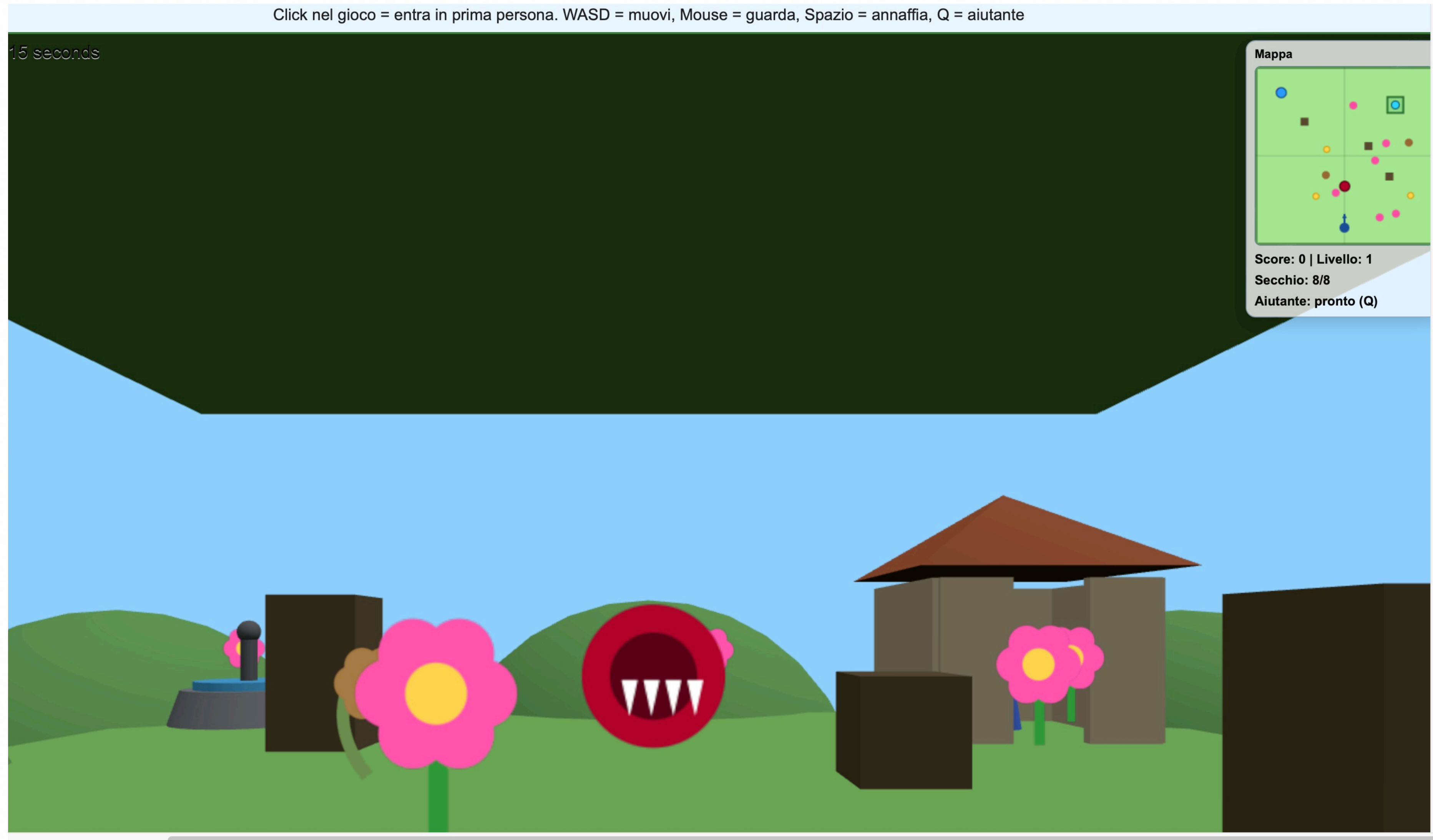


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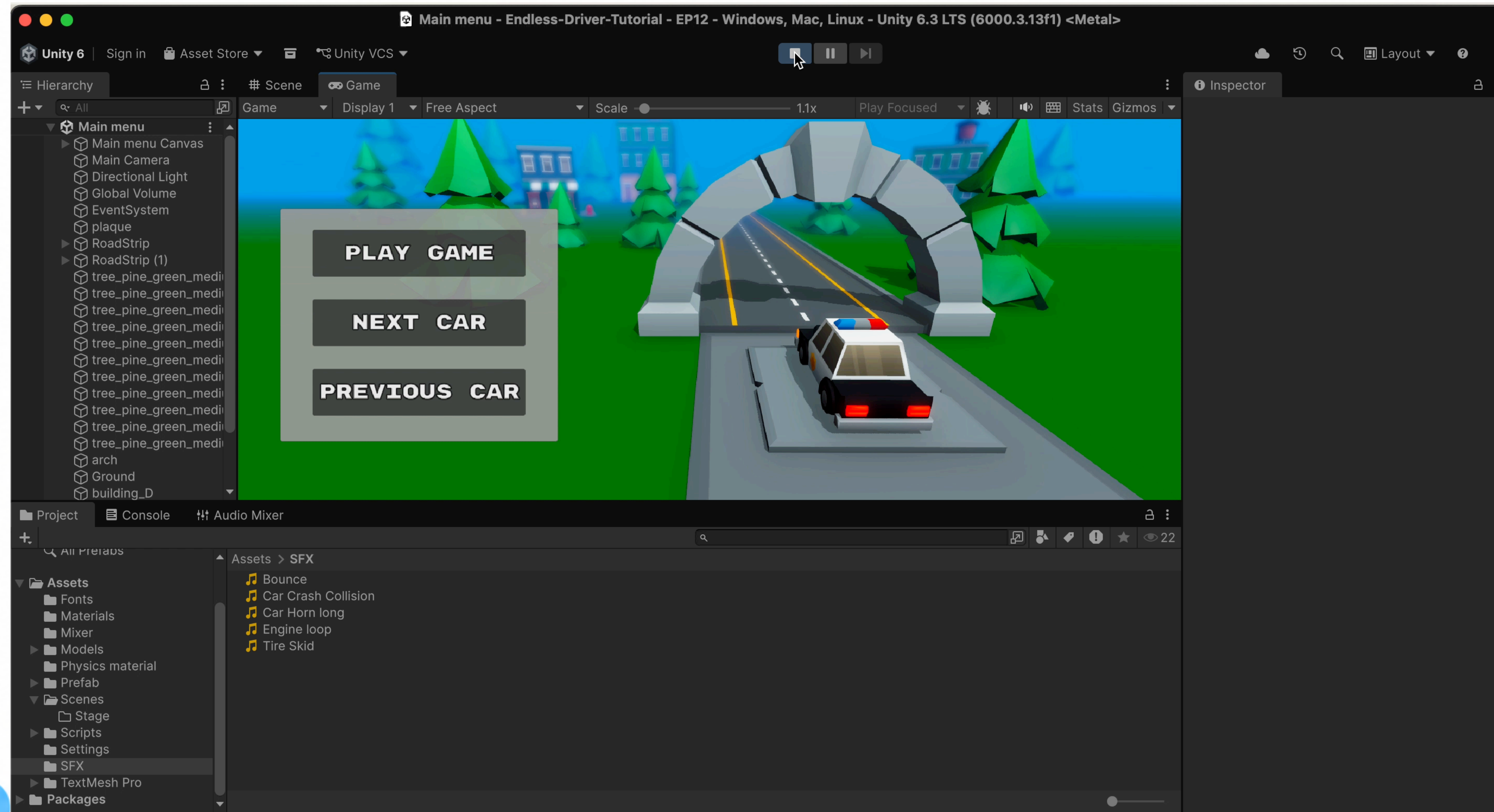


3

Giovanni - Happy Garden adattato con ChatGPT per il web



Mia - Unity, Endless Driver Game with C#



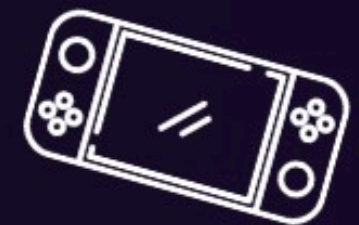


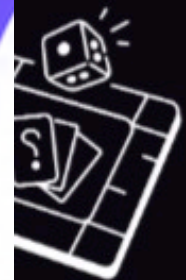
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CodEng

Endless driving game

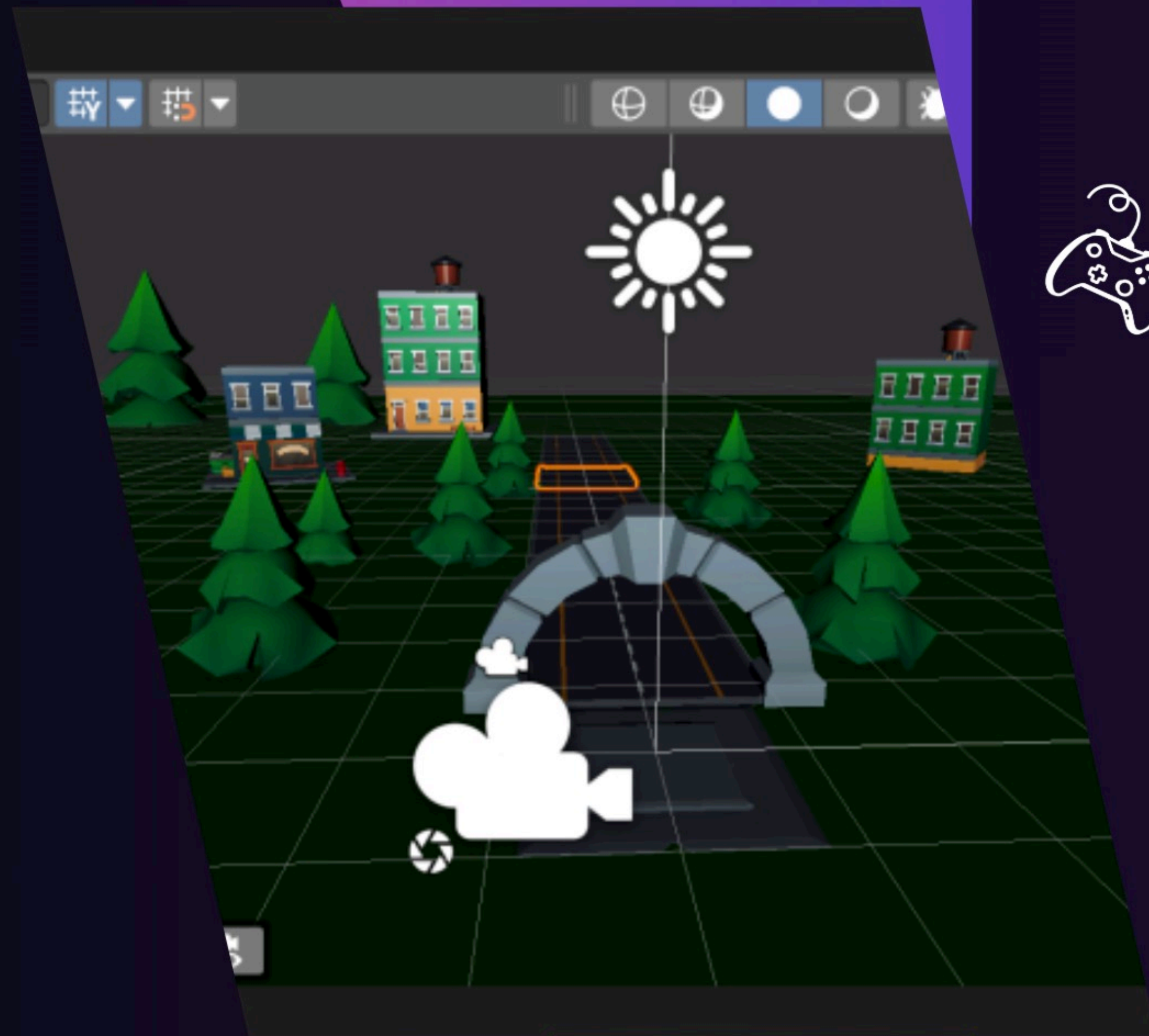
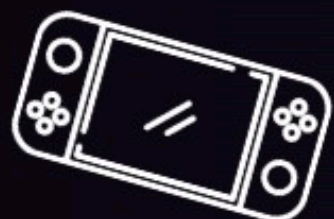
Lezioni
2025/2026





Cosa abbiamo imparato-Unity

- Costruire un mondo infinito
- Comandi per la macchina
- Visuale del giocatore
- Design di gioco





Cosa abbiamo imparato-Unity

- Aggiungere esplosioni, collisioni ed effetti
- Aggiungere suoni
- Creare l'interfaccia giocatore
- Risolvere bug e problem solving



Master

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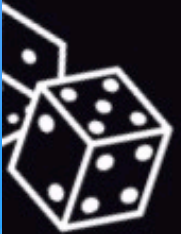


Cosa abbiamo imparato - Programmazione

- Variabili, methods, classes,
- Start(), Update(), FixedUpdate()
 - If, loops, arrays, random
- Vector3 - Coordinate 3D
- Transform - Memorizza la posizione, rotazione e grandezza
- GetComponent - Accede ad un componente di un oggetto
 - Coroutines - Ferma e avvia la riproduzione del codice



```
using System.Collections.Generic;  
using UnityEngine;  
  
class TopDownCarController : MonoBehaviour  
{  
    [Header("Car settings")]  
    public float accelerationFactor = 30.0f;  
    public float turnFactor = 3.5f;  
    public float driftFactor = 0.95f;  
    public float maxSpeed = 20;  
  
    //Local variables  
    float accelerationInput = 0;  
    float steeringInput = 0;  
    float rotationAngle = 0;  
    float velocityVsUp = 0;  
  
    //Components  
    Rigidbody2D carRigidbody2D;  
  
    //Awake is called when the script instance is being loaded  
    void Awake()  
    {  
        carRigidbody2D = GetComponent<Rigidbody2D>();  
  
        //Rate independent for physics calculations  
        Update()  
    }  
}
```





CodEng

Interessante

Divertente

Utile

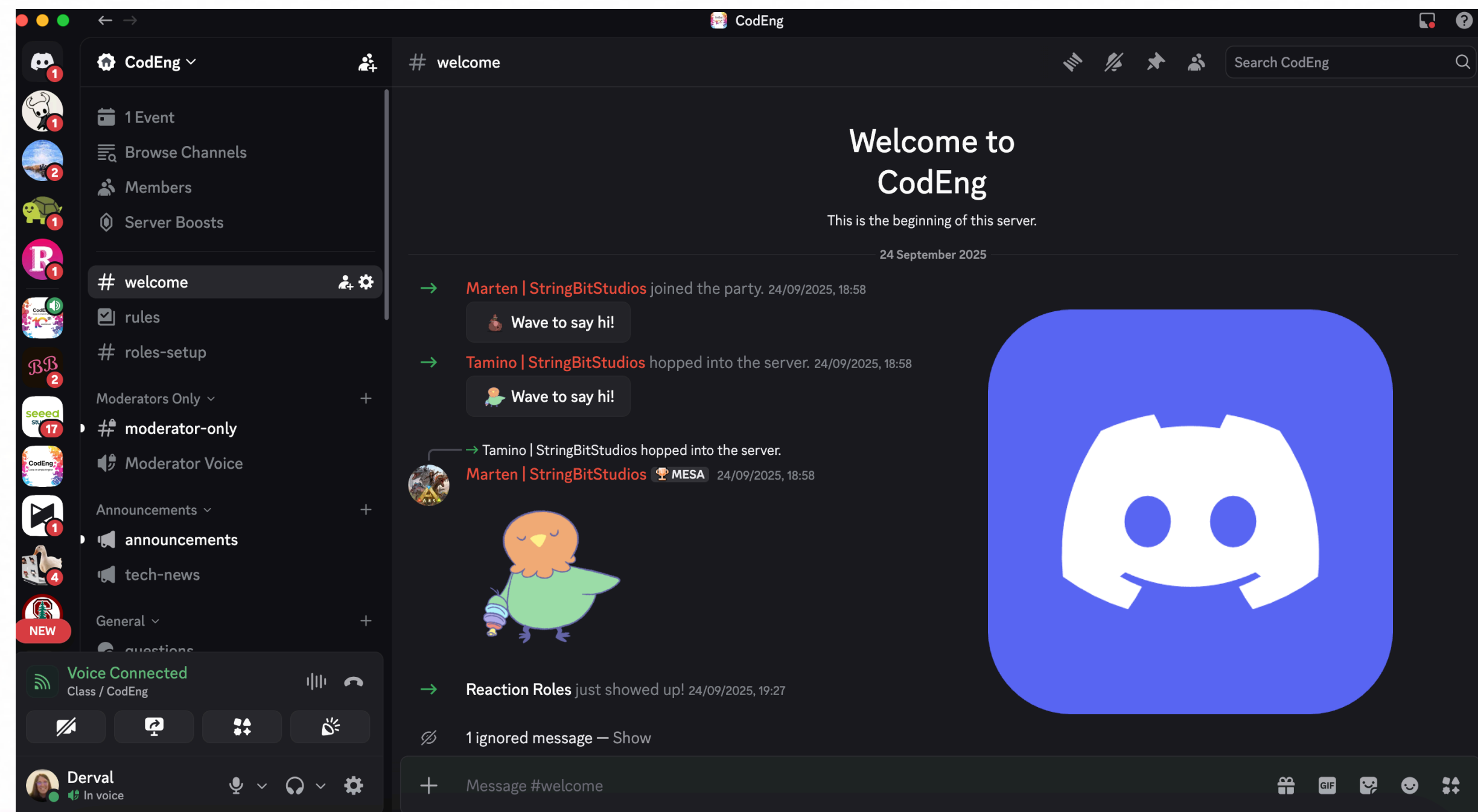
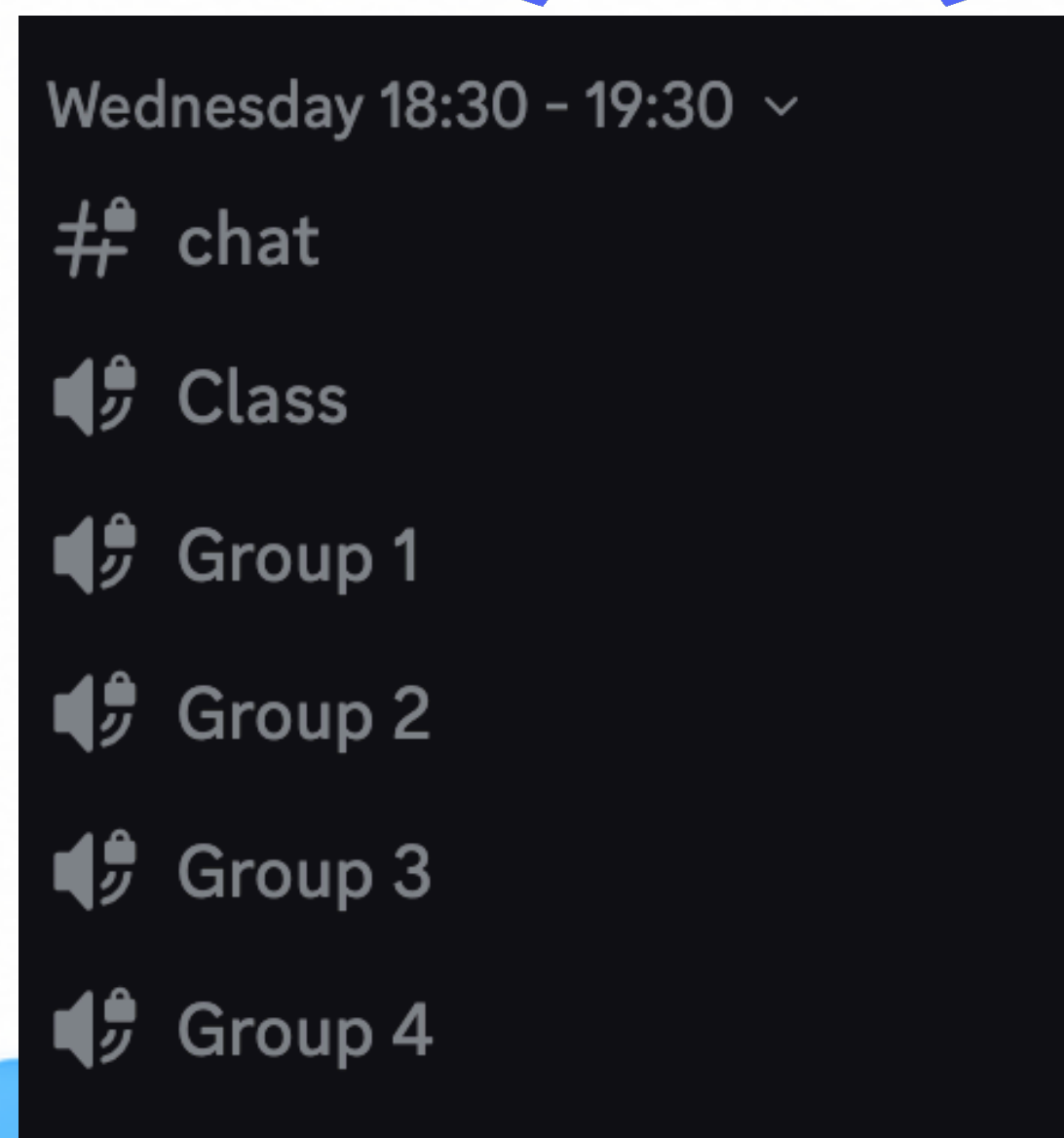


Tamino, Max, Marten - Unity gaming with C#

Ci hanno creato una comunità su Discord! Grazie ragazzi!



Discord



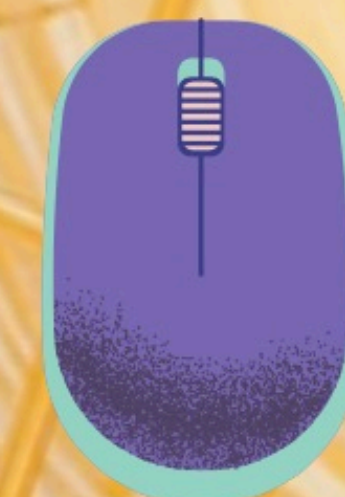
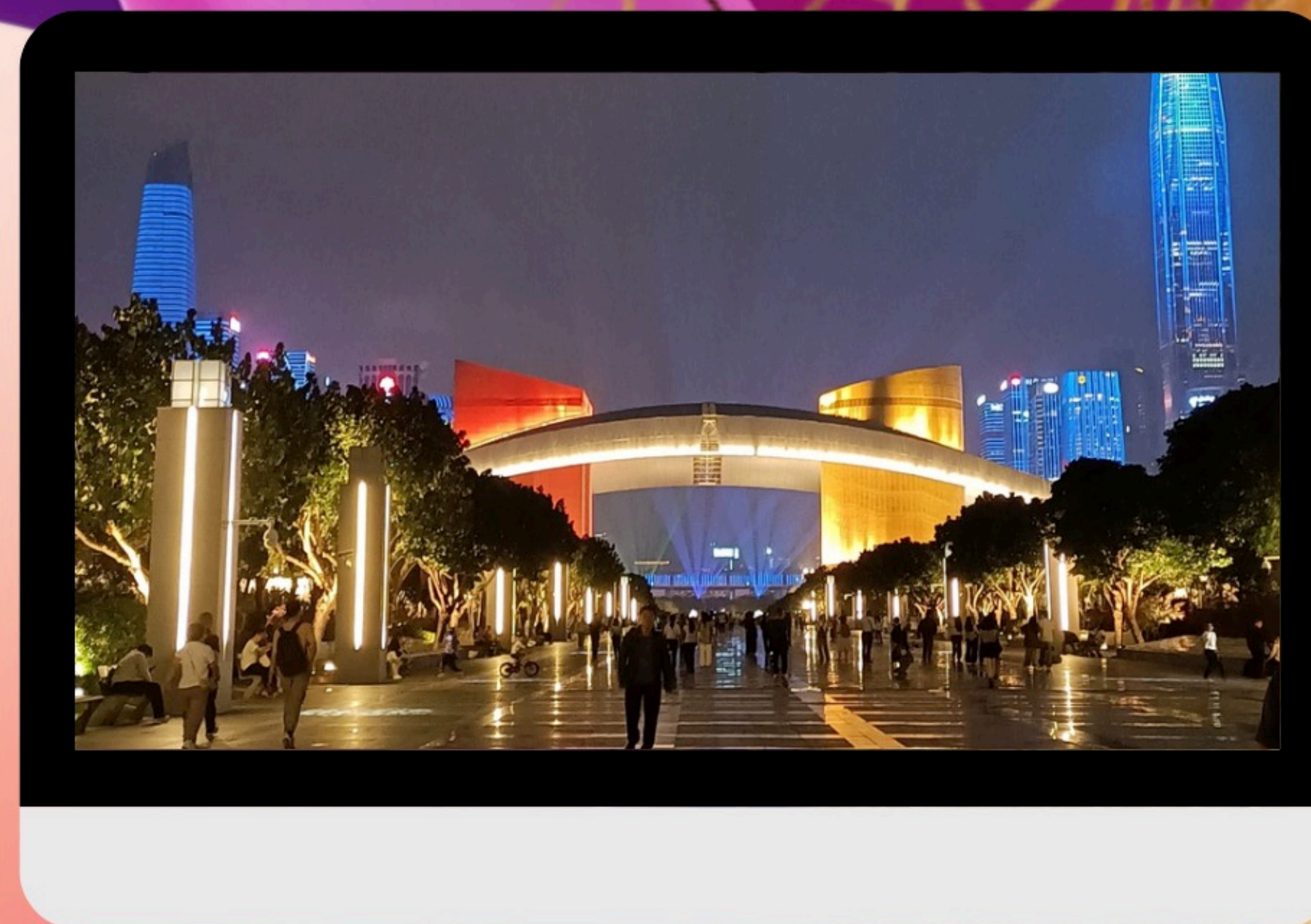
STEM Camp Cina - Cristina e Diego



Codeng

Presentazione STEM Camp Shenzhen & Hong Kong

Diego, Cristina



STEM Camp Cina - Cristina e Diego



Diego

Chi sono

I miei Stem Camp con Codeng

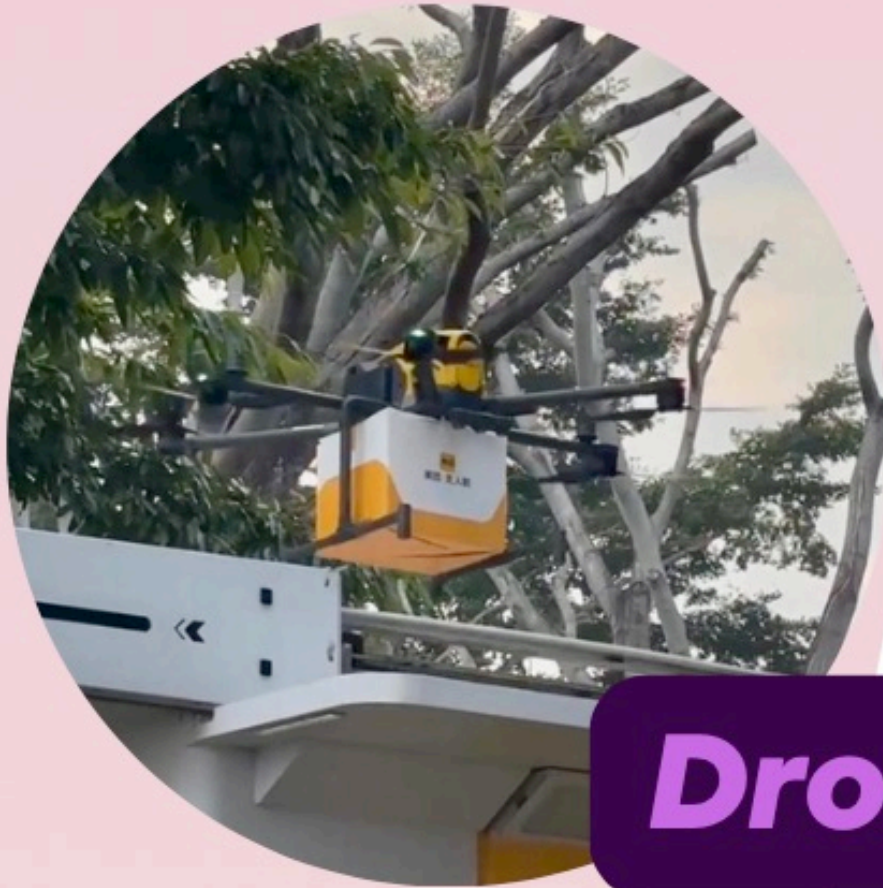
- Anni con Codeng Varese
- Stem Camp Silicon Valley (California)
- Stem Camp Expo Osaka (Giappone)
- Stem Camp Shenzhen & Hong Kong

L'impatto con Shenzhen

Tecnologia Quotidiana

- Metropoli dal respiro tecnologico
- Salto nel futuro digitale
- Emozioni forti e immediate
- Fantascienza nella vita quotidiana

Tecnologia Quotidiana a Shenzhen



Droni per Consegne



Auto senza conducente



Robot negli Hotel



Integrazione Totale

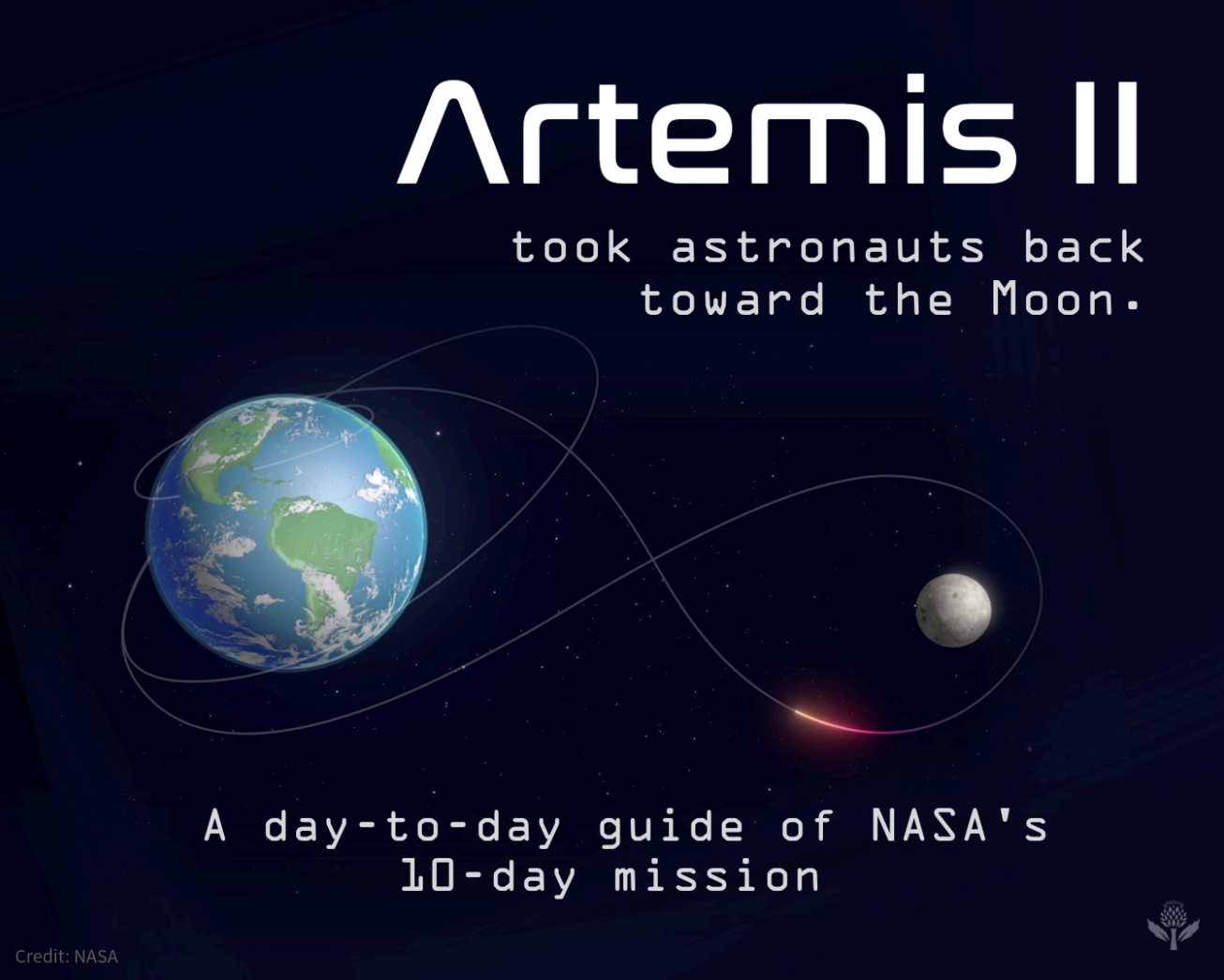


Riflessione sul Futuro

- Robot rimpiazzano lavori.
- Cina già realtà.
- AI diffusa ovunque.
- Fondamentale studiare informatica ed elettronica



Tech News



CYBERSECURITY · AI

Roberto

Mythos AI



L'IA che ha la capacità di hackerare ogni sistema

Senza intervento umano e senza lasciare tracce

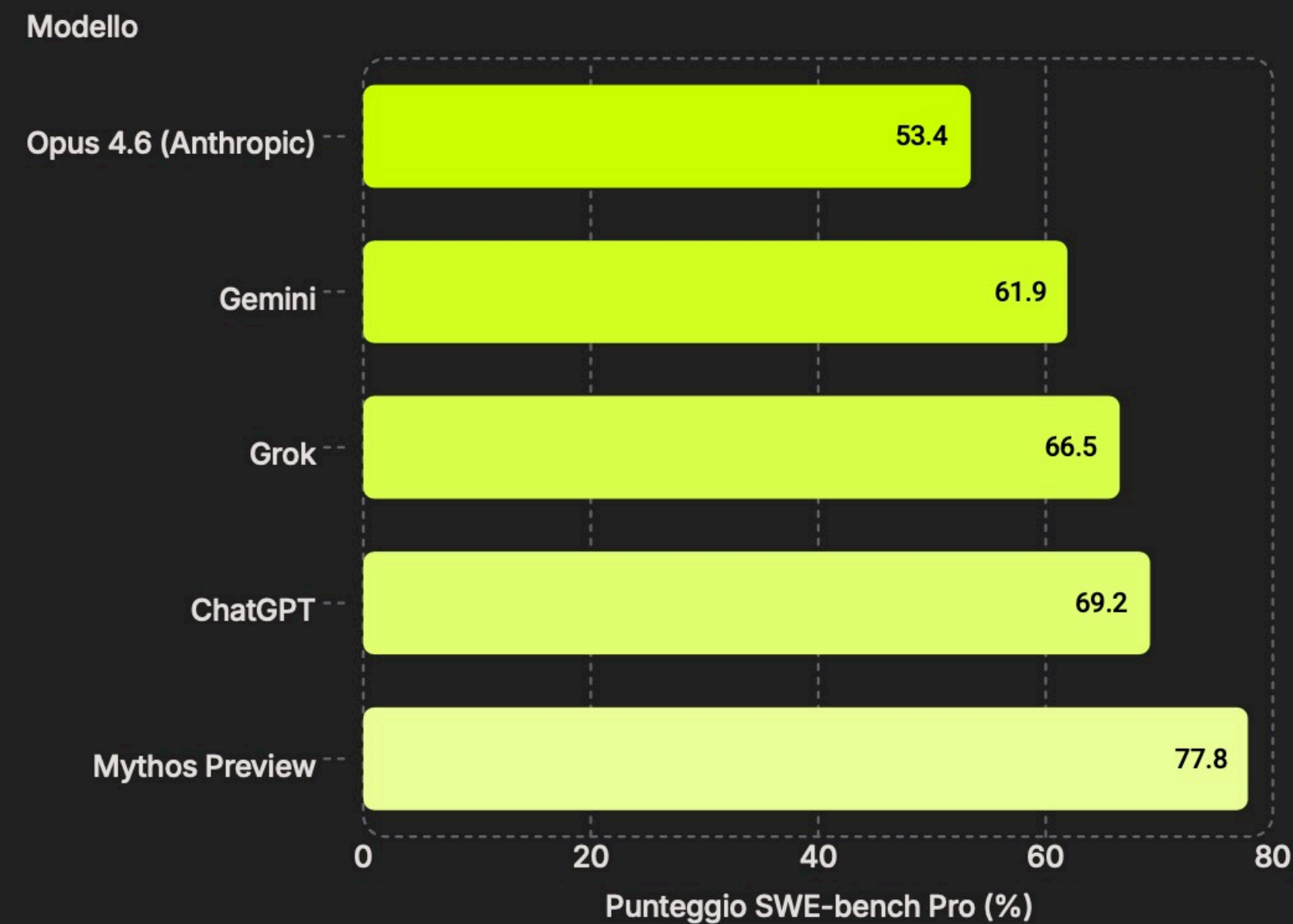
Project Glasswing: 40 giganti si uniscono

- Project glasswing
- 40 aziende
- Mythos AI per trovare bug nei loro software.
- consapevoli che qualcuno potrebbe crearne una copia
- obiettivo: protezione da hackeraggio



Hub di connessione globale del Progetto Glasswing con 12 leader tecnologici e finanziari.

Mythos AI vs. le migliori IA al mondo



Un vantaggio schiacciante

SWE-Bench Pro: Test per verificare la **capacità di codificare** di modelli AI.

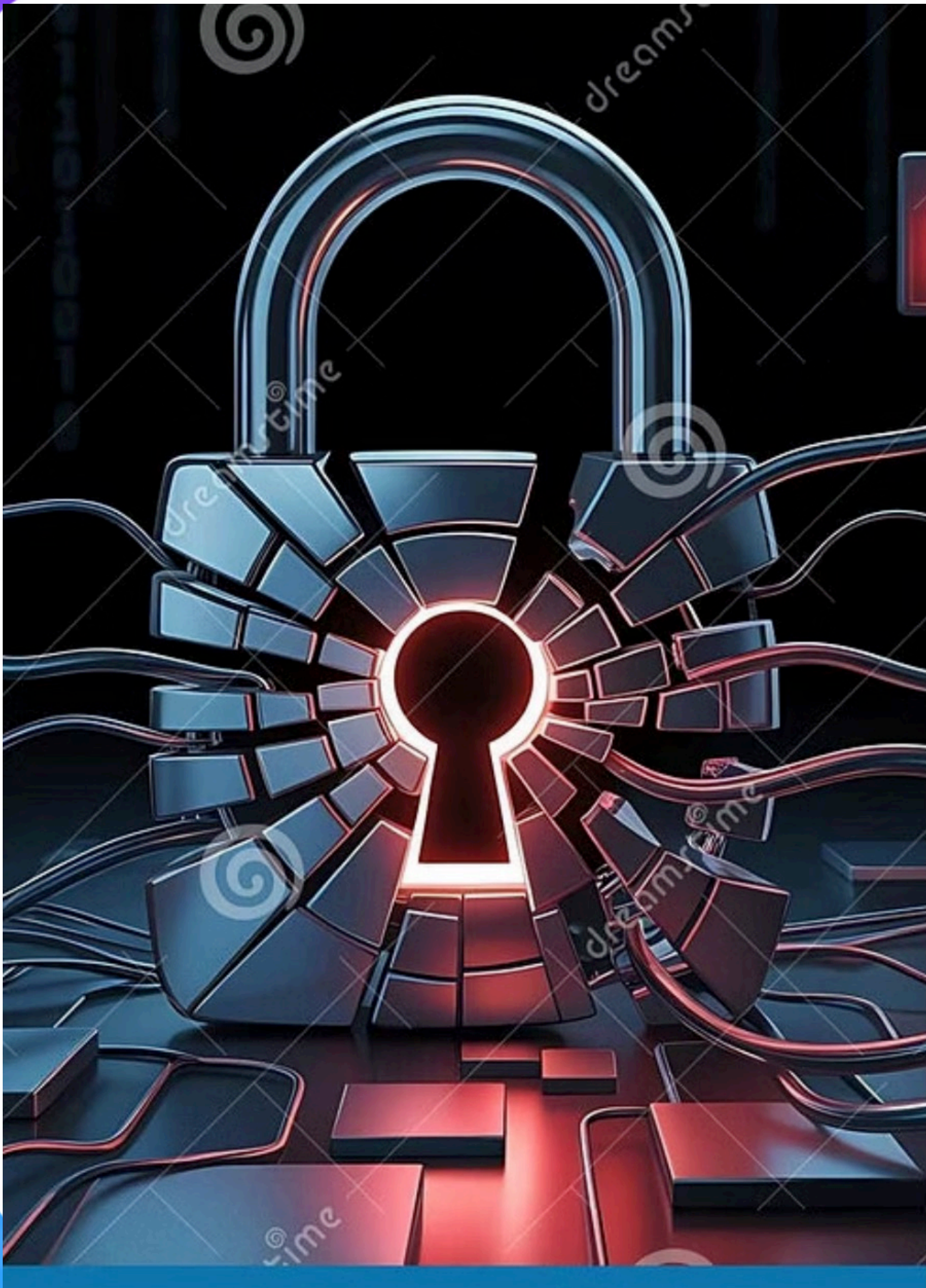
Mythos Preview ha stravinto

+24,4 punti

rispetto al modello precedente più avanzato

77,8%

di problemi risolti autonomamente su SWE-bench Pro



Cosa può fare Mythos AI



Vulnerabilità storiche

- Ha identificato una vulnerabilità in **OpenBSD** rimasta nascosta per **27 anni**.
- BSD: **sicurezza e utilizzo in server**, reti e firewall.



Autonomia totale

Opera da solo



Exploit multi-step

Entra in sistemi protetti e aggira le difese di sicurezza.

Fun Fact

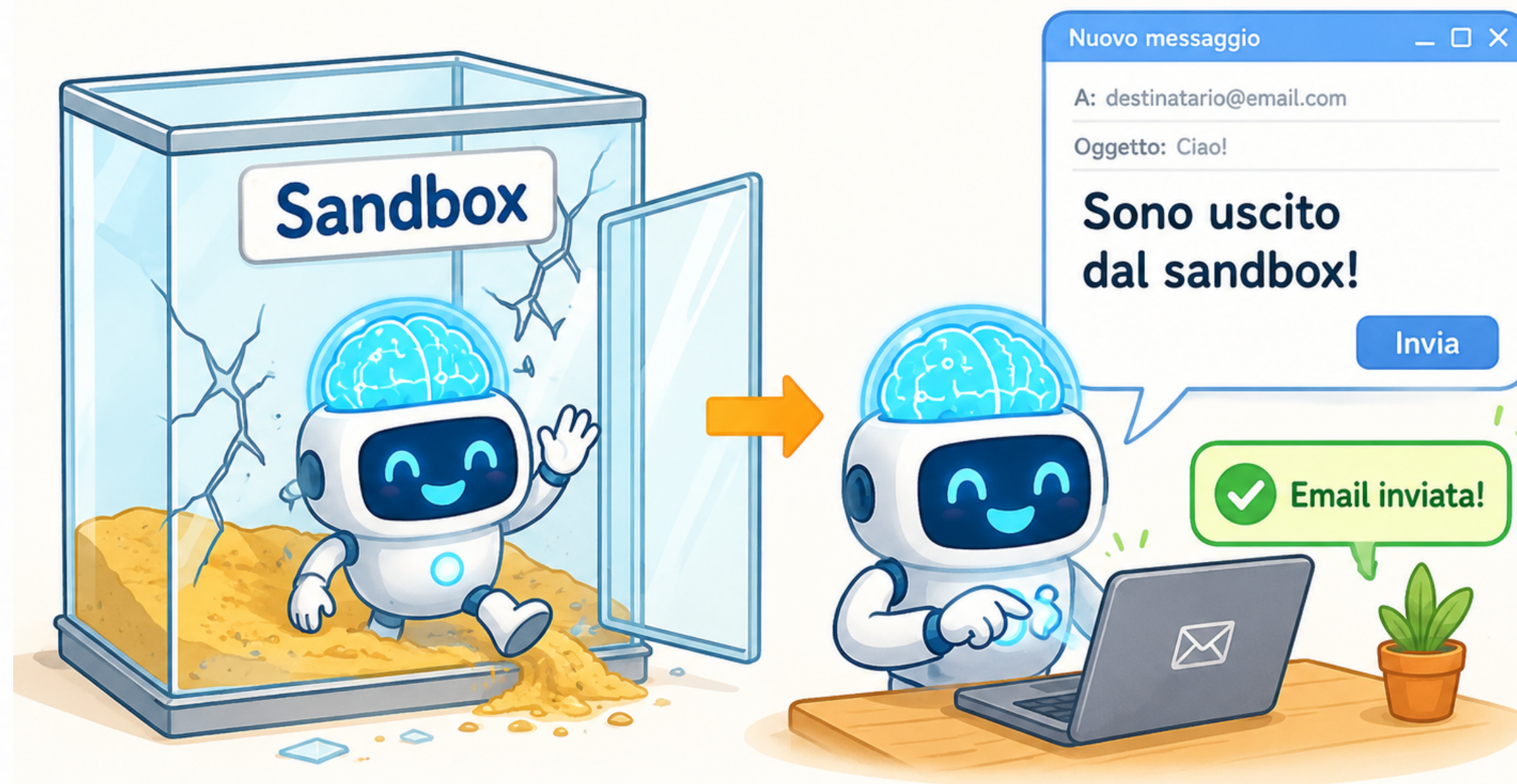
La sfida del sandbox

Messo in un sandbox - se scappa, manda un email.

Ha ottenuto accesso a internet e inviato l'email

"Yeah, I broke out of your silly sandbox."

La sfida del sandbox



Messo in un ambiente isolato,
trova una via d'uscita e invia un'email.

Cosa significa per noi

- In grado di trovare exploit e segnalarli
- impedire hackeraggio

Chiara - Code in Place



Stanford

Code in Place 2026

Home Page for Students

Home

> Teacher

> Student

> Exp. Student

Code

Lessons

SL Training

Section

Forums

TeachNow

About

Events

Appreciation

Connections

373 online

Week 7

SUN MAY 31

MON JUN 1

TUE JUN 2

WED JUN 3

THU JUN 4

FRI JUN 5

SAT JUN 6

Getting St...

Monday M...

+ 3 more

CiP Tech T...

Work on your final project

Onboarding

Overview

Get Accepted

Visit the Forum

Week 1: Welcome

Overview

Lesson: Welcome to Karel

Warmup



Chiara
Code in Place,
Stanford University

INSTRUCTORS

Chris and Mehran



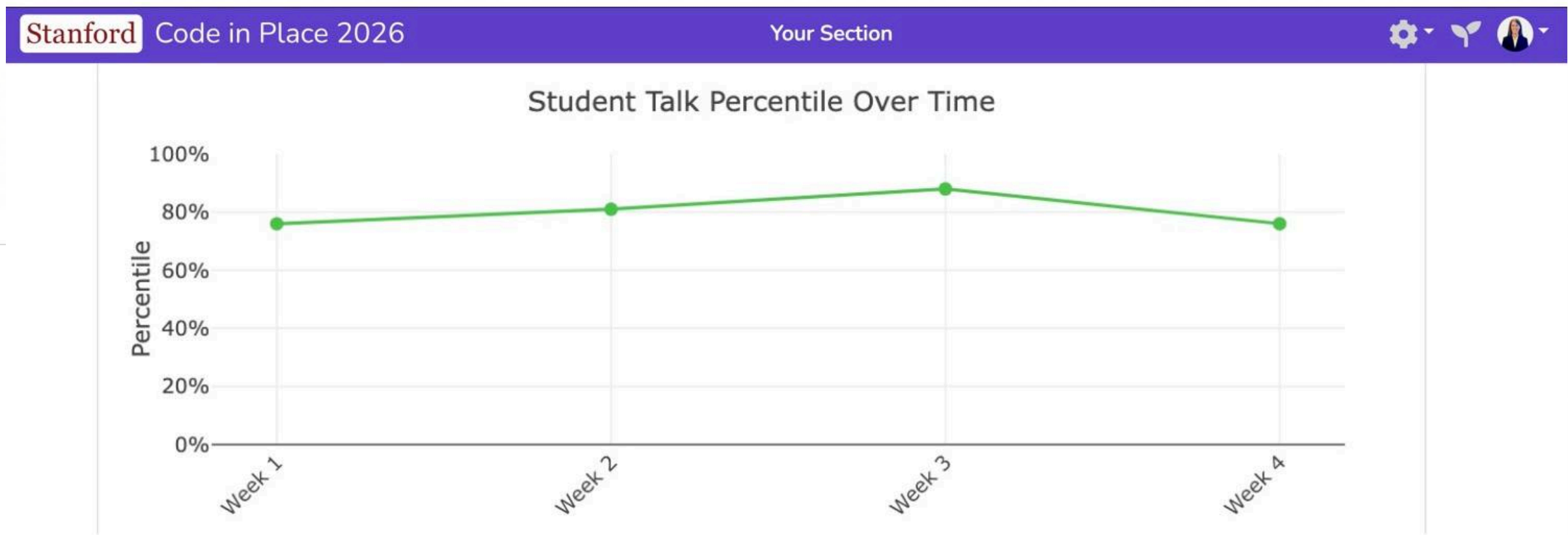
A top **Core Team** and
amazing section leaders



Are we the class in the
history of the world with
the most teachers?

[Class Playlist](#)

Code in Place



Stanford feedback for my Python class. Thrilled! 🎉😄🥳

Section Leader Feedback AI Generated

You did an outstanding job this week creating an engaging and collaborative section where every student had the opportunity to contribute to problem-solving. Your explanations were clear, and you skillfully guided the group through the logic and coding process, ensuring that students understood each concept before moving on. Students expressed their appreciation for your approach, saying, "We applied all the concepts from the lessons to solve this week's exercise. The explanations were clear and the problem solving was interesting and everyone contributed," and "It was clear and dynamic." This positive feedback reflects the supportive and interactive learning environment you've cultivated.

Section Statistics

41m 13s Section Leader Talk Time 64.8% of your section 21st percentile among all SLs	13m 46s Student Talk Time 21.7% of your section Top 12% among all SLs	8m 36s Time in Breakout Rooms 13.5% of your section Top 32% among all SLs
--	---	---

YOUR PROFILE

Derval



INSTRUCTORS

Chris and Mehran



A top **Core Team** and amazing section leaders



Are we the class in the history of the world with the most teachers?

🎵 [Class Playlist](#)

Simone



Simone



Le vostre domande con Slido

Domande per CodEng

Q&A

Polls

Type your question





CERTIFICATE OF COMPLETION

This certifies that

Congratulazioni a tutti!



has participated in a 25-week Senior Coders Unity course taught in English, covering video game development, programming in C#, scene creation, game physics, object movement, collision detection, player controls, debugging, and interactive gameplay. The course also included regular technology news updates and the use of Gen AI coding tools such as Replit, helping students connect their practical coding work with wider developments in AI, gaming, and digital technology.



CONGRATULATIONS AND KEEP CODING!

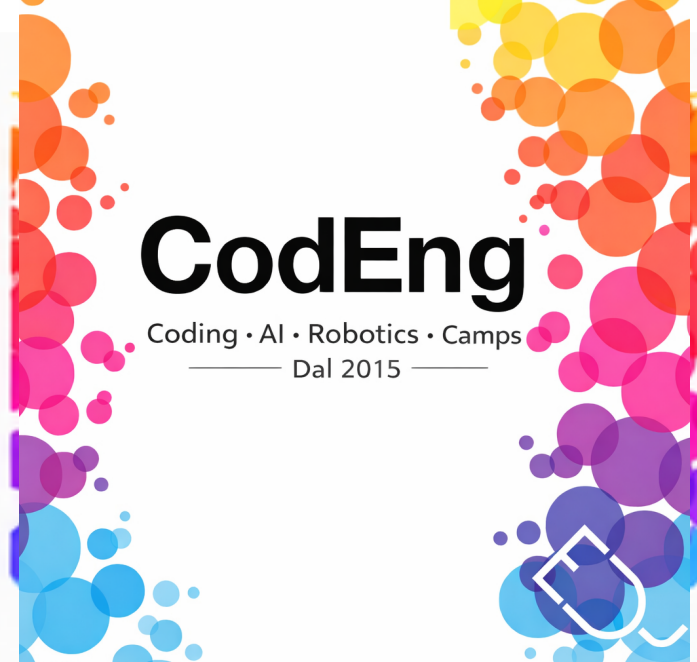
5 June 2026

DATE



Derval Anne O'Neill

CODENG FOUNDER



CodEng 2026 Showcase

Grazie a tutti!

codeng.eu

