Overview
ComputeTY is a one-week, intensive course for transition year students from local schools held during January every year. This course introduces computer science to students and helps them to make an informed third-level choice.

Web Design
Students build websites on a topic of their choosing. The stream combines the technical elements of website development with the creative elements of content production and design.

App Development
Students learn to develop Android apps using the AppInventor framework designed at MIT. After just one week, they can develop game apps such as Pong and Space Invaders.

Java Programming
Students learn the basics of object-oriented programming in Java through the medium of RobotWorld, a pacman-style learning environment, and by working in groups to program fun text-based games.

Impact
- 4000 Students
- Approx. 70 Schools
- Dublin/Louth/Meath
- ComputeTY 2005-2011: 5 extra students entering the Faculty each year as a result of ComputeTY
- ComputeTY 2012 - 18 students into the Faculty in 2015