

# Presentation Week5

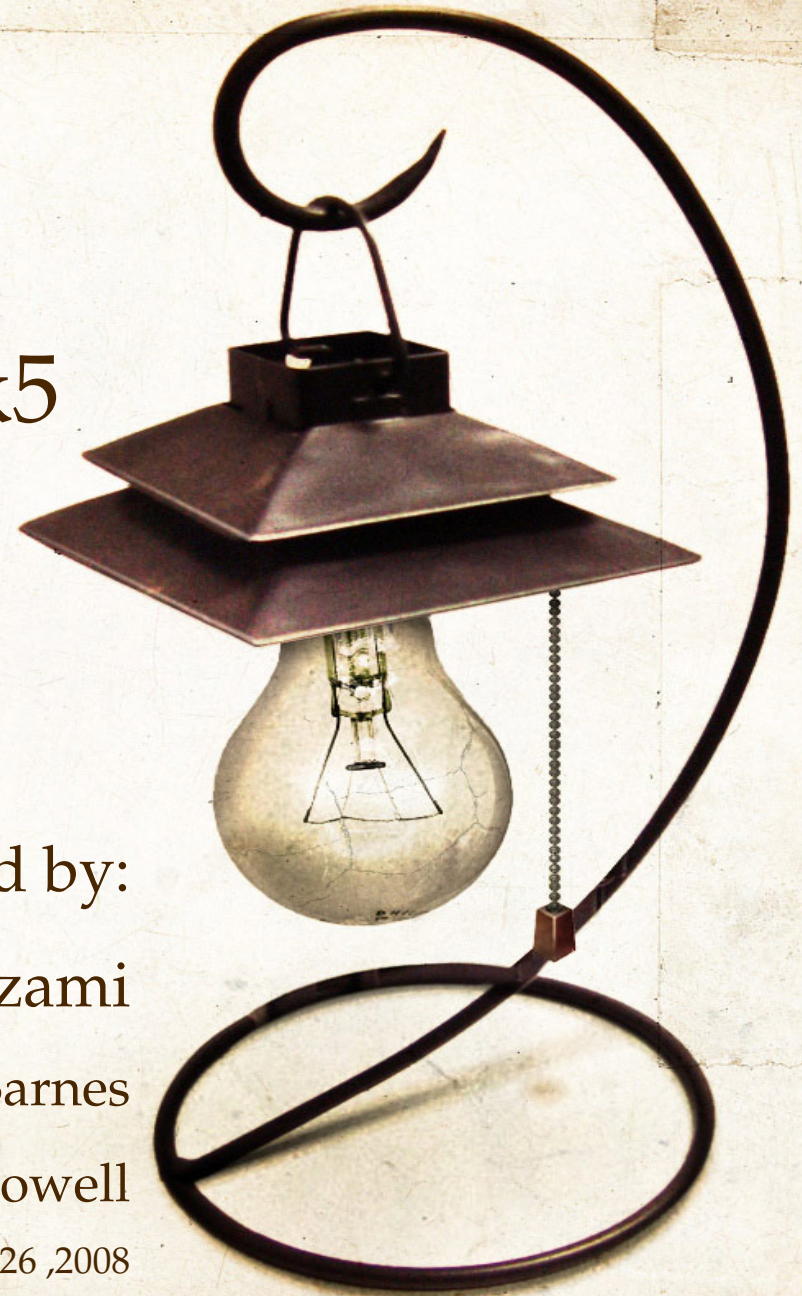
Presented by:

Hanan Alnizami

Mentor: Tiffany Barnes

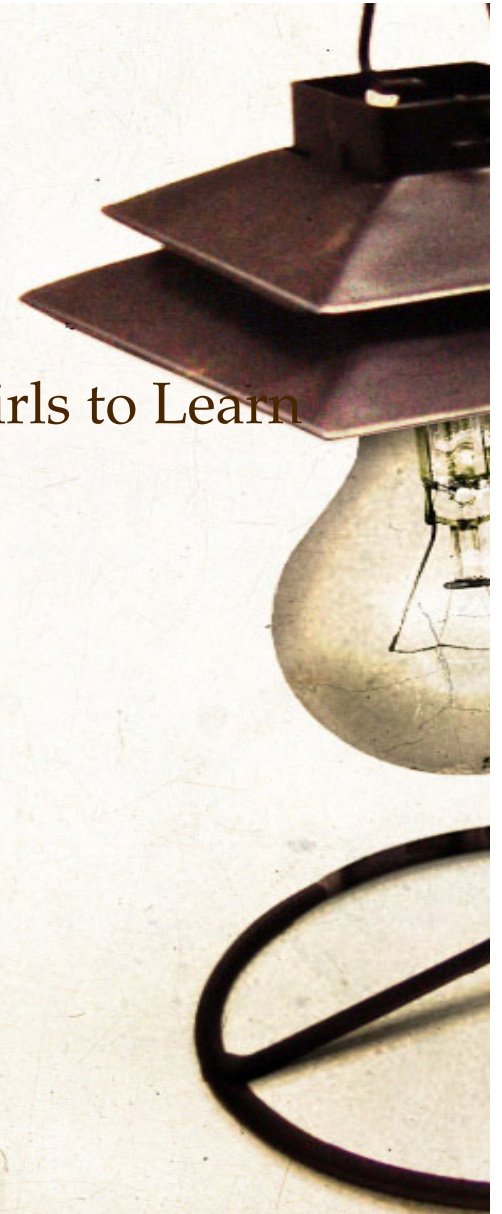
PhD Supervisor: Evie Powell

Thursday June 26 ,2008



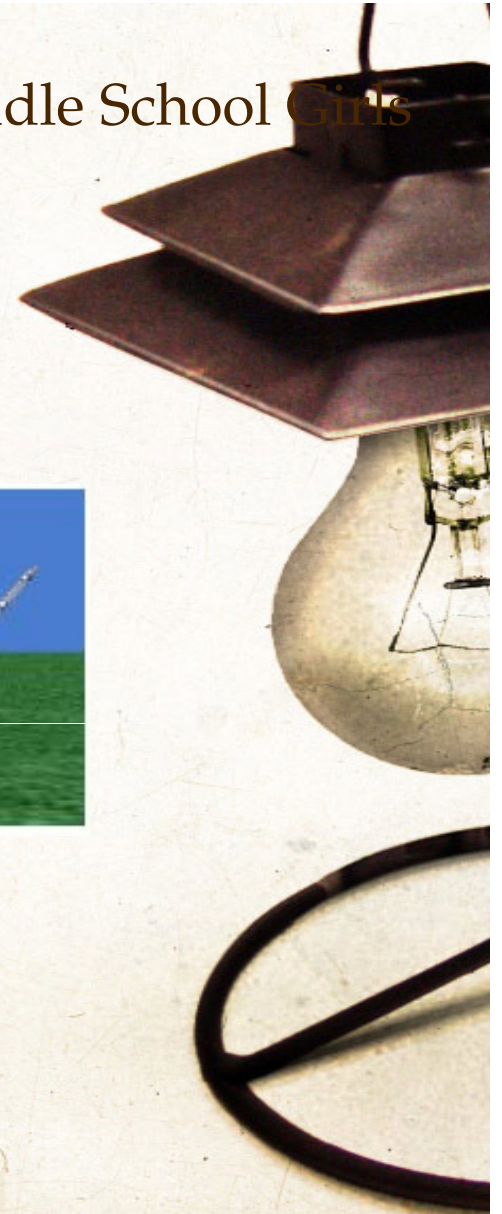
# Plans for week 5:

- Storytelling Alice Motivates Middle School Girls to Learn Computer Programming.
- UML Design in NetBeans.
- DMP website.
- Complete DnD.



# Lit Review: Storytelling Alice Motivates Middle School Girls to Learn Computer Programming

- Why Alice?
- Storytelling Alice vs. Generic Alice.
- Why middle school girls?
- Why Alice for middle school girls?
- What affects programming?



# Lit Review(continue):

- The Study.

- 88 girls.

45

43

Control group

experimental group

Ages(12.6-12.8)

Ages 12.5

- Time: 2hours, 15minutes.

- Quiz, survey, switch Alice.

- Choose a favorite.

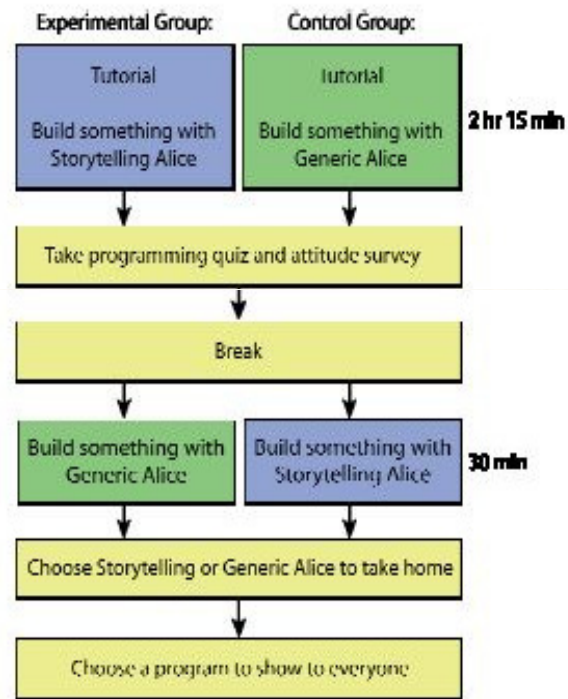
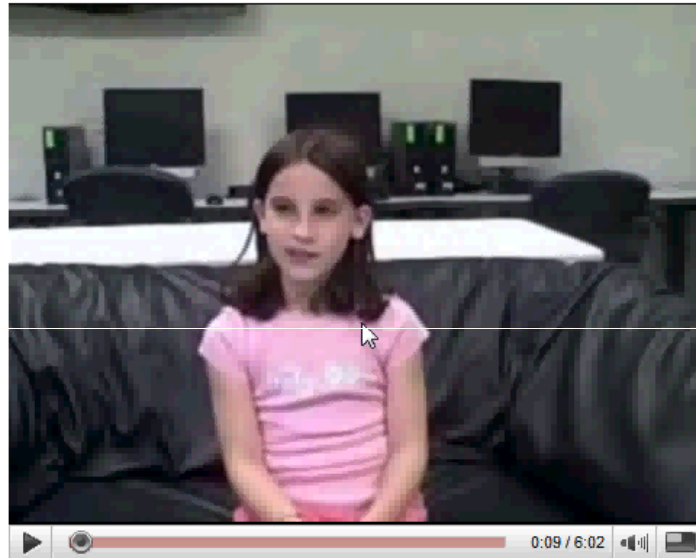


Figure 4: Procedure for experimental and control groups.

# Lit Review(continue):

- Conclusion

Steph discusses Story Telling Alice



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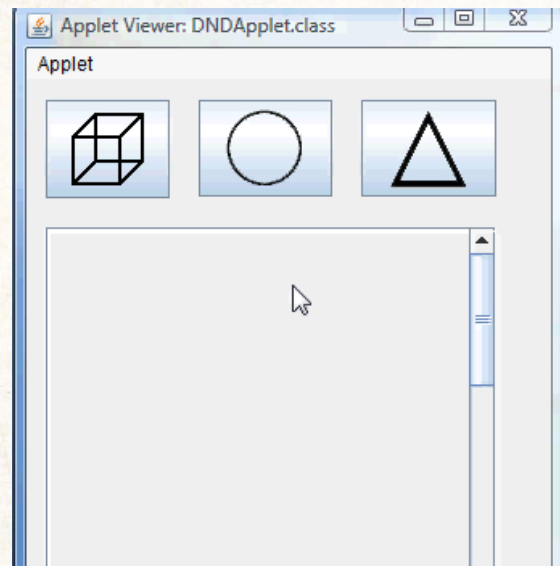
## Video

# End of Literature Review



# Accomplished:

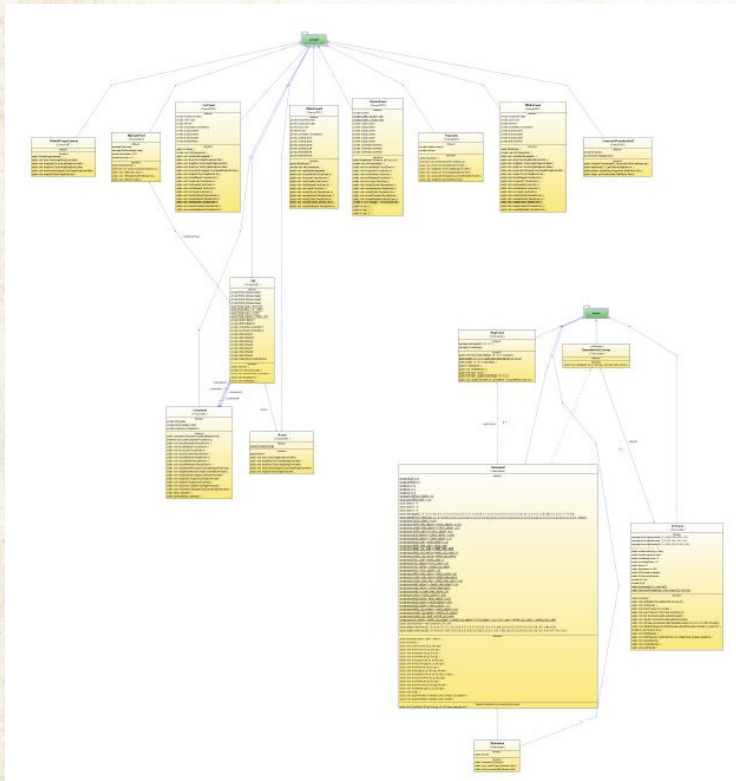
- DnD—Evie thank you!



Video

# Accomplished:

- UML Diagram.





# Problems:

No Problems after DnD worked.



# Week 6 Plans:

- Working on DanceTool.
- Maya.
- Documentations.
- Progress Report.



# References:

- Kelleher, C., Pausch, R., and Kiesler, S. 2007. *Storytelling alice motivates middle school girls to learn computer programming*. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (San Jose, California, USA, April 28 - May 03, 2007)*. CHI '07. ACM, New York, NY, 1455-1464. DOI= <http://doi.acm.org/10.1145/1240624.1240844>
- Sun Developer Network-- Forums*
- Mahjoob Tech Talk Forums
- Eck, D. J. *Introduction to Programming Using Java*. November 2007, Geneva, NY 1-676.



# The End

Any questions or comments?



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DMP Summer Internship

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