

Programming by Choice: Urban Youth Learning
Programming with Scratch
+
Spore

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Progress Report

- iPhone SDK Tutorial
 - 2D to 3D
 - Views

Brief Summary/Hypothesis

- Scratch – block-based programming language
- Hypothesis: Scratch helps novice programmers learn key programming concepts without structured instruction or experienced mentors
- Main points:
 - User interaction, loops, conditionals, communication and synchronization
 - No association to programming
- Conclusion – motivation

The Good, the Bad, the Ugly.

- The Good
 - Kids chose to use Scratch
- The Bad – what could have been done differently
 - Variables

Take Away Message

- Scratch helps novice programmers learn key programming concepts without structured instruction or experienced mentors
- Study showed significant positive results
- Future Work:
 - Variables, Booleans, and random numbers
 - Absolute value and square root

Spore

- Multi-Genre – Arcade, RTS, etc.
- Five stages



Spore



Spore



Spore

- Graphics and sound
- What they did right
- More of a toy than a game
- Rushed?



Thank You!

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Works Cited

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