Adventures in Alice Programming

Prof. Susan Rodger
Computer Science Department
Duke University

www.cs.duke.edu/alice/aliceInSchools

Supported by the National Science Foundation Grant ESI-0624642.
The Program at Duke University

• Summer 2008
  – Workshops for high school and middle school teachers to learn Alice
  – Summer camp opportunities for high school and middle school students

• Academic Year 2008-09
  – Teachers integrate Alice into schools
  – Duke students provide support
Alice Programming Language

- Create interactive stories or games
- Learn programming in an easy way, drag-and-drop your code
- Learn computer science concepts:
  - Loops, methods, functions, arrays

- Developed at Carnegie Mellon University
- Alice is free: www.alice.org
Alice Programming Language

- Has libraries of 3D objects

- Keeps Track of objects you select
Objects Have Multiple Parts that are moveable
Alice Code is Easy to Learn

Select Code, Drag-and-Drop code in program
Play Alice Animation

Moo Moo Moo
Game: Candyland

Select girl and boy to play

Click on red and green buttons to move them.
Game: Catch Apples

Game: At the Fair
Game: Frogger – get frog across road
Game: Cat
catch mice before dog gets cat

Game: Putt
golf ball into hole
Game: Eragon

4 tasks to win the game
Game: Bumper Cars
Game: Tic Tac Toe

Score: 4.0

Game: DDR

Click on arrow keys,
Player moves foot to square
Game: Dating Game

Questions:
1 2 3 4

Choose Contestant!
Teachers Interested

• Contact Prof. Susan Rodger
  – rodger@cs.duke.edu
  – 919-660-6595

• Check the web site for online application in early fall

www.cs.duke.edu/alice/aliceInSchools