Adventures in Alice Programming

Prof. Susan Rodger
Computer Science Department
Duke University

www.cs.duke.edu/alice/aliceInSchools

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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

Game: Candyland

Select girl and boy to play
Click on red and green buttons to move them.
Game: Catch Apples

Game: Frogger – get frog across road

Game: At the Fair

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

Game: DDR

Click on arrow keys, Player moves foot to square

Game: Dating Game

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