Adventures in Alice Programming
Two-Week Workshop
Motivation and Background

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Duke University
June 19, 2017

Supported by the National Science Foundation Collaborative Grant
NSF 1031351, CRA distributed mentor awards, and Faculty Awards
from International Business Machines.
Introductions – Alice Team Faculty

Susan Rodger
Duke University

Wanda Dann
Carnegie Mellon
Was Alice Director

Eric Brown
Carnegie Mellon
Alice Director

Steve Cooper
Univ Nebraska

Madeleine Schep
Columbia College

RoxAnn Stalvey
College of Charleston

Don Slater
Carnegie Mellon
Introductions - Faculty/Teacher Presenters - Duke Beginner Workshop

Susan Rodger  
Duke Univ.

Chari Distler  
North Broward Preparatory School

Richard Lucic  
Duke University
Introductions – Students/Staff

Natalie       Jonathan         Vicki           Erich          Jack

Pam                   Camelia
Agenda for Workshop

• **First Five Days** - Motivation and Introduction to Alice
  – Overview and Past Work
  – Research Study
  – Getting Started Tutorials and Special Topic Tutorials
  – Teacher who previously took this workshop – Chari Distler
  – Attend Alice Symposium on Tuesday

• **Second Five Days** - Usage of Alice in Middle Schools and High Schools
  – Presentation on VCL – Richard Lucic
  – Lesson Plans with Alice – develop two lesson plans
  – A few more tutorials
  – Visit the Dive
Motivation and Introduction to Alice
Problems with Computer Science in Grades 1-12

1. Computer Science is not in many schools
   Few high schools teach AP computer science
   Fewer middle schools teach computing
   Not even required at the college level

2. Students don’t know what it is
   Not keyboarding, PowerPoint, spreadsheets

3. Where are the women and minorities?
   Number of underrepresented groups in computer science is low
Why Schools Should Teach Computer Science (CS) – (from NCWIT.org)

• Computer Science gives students vital 21st century skills
  – C.S. underlies most innovation today

• C.S. means rewarding careers
  – Predicted shortage of technical jobs in the future
  – Wide range of options in CS (health, environment, finance, arts, security ...)

• C.S. is more than just technology
  – CS teaches design, logical thinking and problem solving
How do we Introduce and Teach Science?

- Physics – experiments
- Chemistry - experiments
- Biology - experiments
If taught, how do we introduce CS?

```java
public class Simple {
    public static void main(String[] args) {
        System.out.println("Hello World!");
    }
}
```

- Write a calculator
- Write a banking program
- In the beginning, mostly textual input/output...
Bring on Alice Virtual Worlds!

• Alice is
  – Hands-on!
  – Interactive!
  – Visual!
  – Less Error prone
  – Exciting Results right away!

• Alice has the potential to excite kids about computer science in the same way that experiments excite kids about chemistry, physics and biology!
Alice Programming Language

• Create interactive stories or games
• Learn programming in an easy way, drag-and-drop your code
• Problem solving with visual feedback
  – Logical thinking, Computational thinking
• Along the way, learn computer science concepts:
  – Loops, classes, methods, functions, arrays
Alice Developed by Randy Pausch

- Carnegie Mellon University
- Virtual Reality Researcher
- Wrote the Last Lecture
- Died of Pancreatic Cancer in 2008
Alice Demo: Kitty Story – children’s book on handicapped child

By Betty Stone
Animated by Deborah Nelson
Let’s visit Little Kitty the kitty. She lives with her Daddy, her Mommy, and her sister, Moon Song.
Let's look at your x-ray Kitty.

Sometimes Her mom takes her to the Doctor so that she can check out her knee. Sometimes that hurts a bit and sometimes it doesn’t.
At night, her mom or dad puts leg splints on her knees. Kitty does not like this one little bit! She does a good job of crying.
More on ... Alice Programming Language

- Has libraries of 3D objects

- Keeps Track of objects you select
Objects Have Multiple Parts that are moveable
Object Position

• Objects
  – Are positioned in 3D space
  – Have six degrees of freedom
Alice Code is Easy to Learn

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

- Chicken rises, cow turns head and talks

Moo Moo Moo
Versions of Alice

• Alice 2 - WE WILL USE THIS VERSION
  – Good for Middle School/High School introduction to programming
  – Supported, will be around for awhile, stable

• Alice 3
  – Good for full High School programming course to lead into a Java course
  – Released but, still improving it

• StoryTelling Alice - Caitlin Kelleher
  – Written as prototype, not supported
  – PhD Thesis under Pausch
  – Now developing Looking Glass
4th Alice Symposium on Tuesday in Schiciano Auditorium, Fitzpatrick Bldg. 
www.cs.duke.edu/csed/aliceSymposium2017
Directions

Tuesday Time: 8:30-4:30pm

Monday, Thurs. on LSRC D106

Tuesday and Wed. Schiciano Auditorium
Next Steps

• Research Study

• Get Alice 2 installed

• Then ...... Let’s Try some Alice