

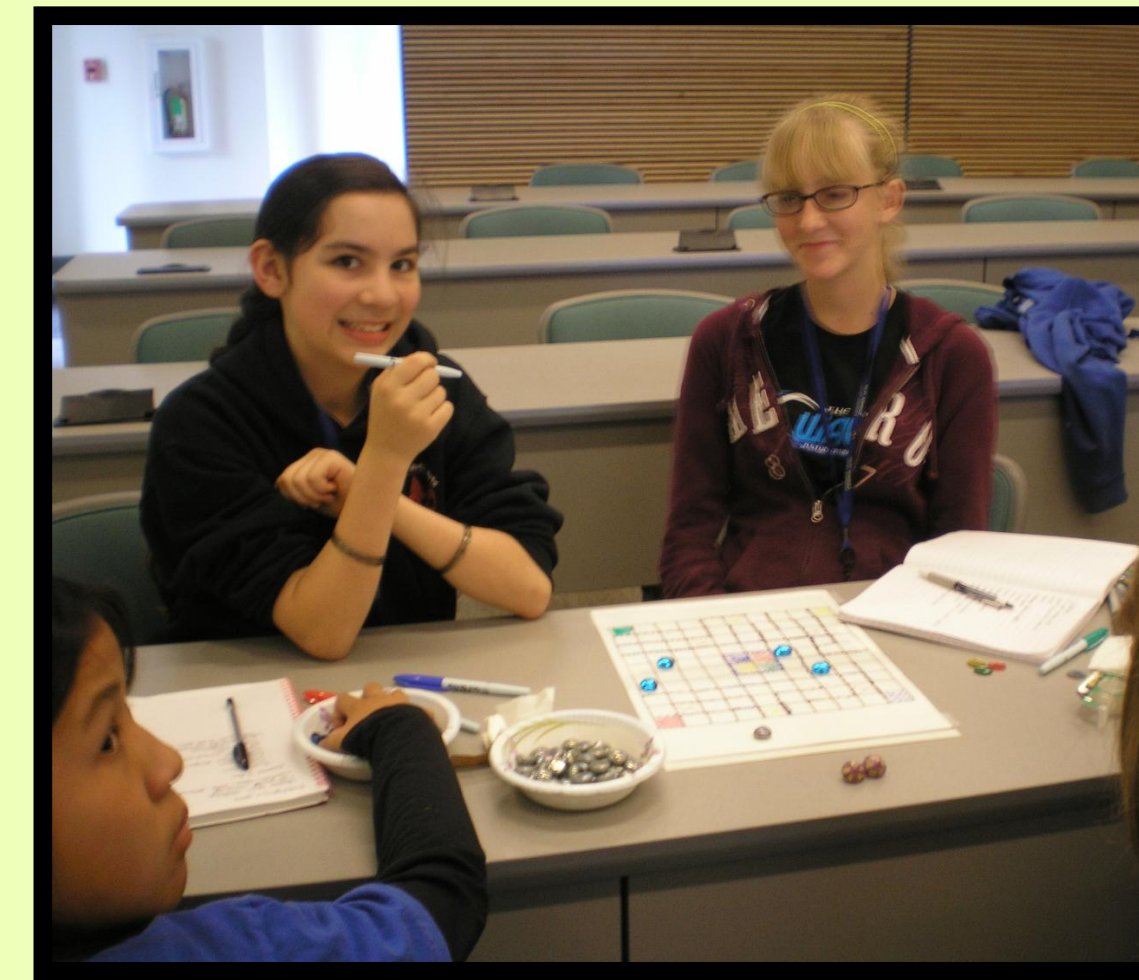
Girls, Games, and Getting to the First Day

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Girls and Games

Game design classes are an effective outreach program for middle and high school girls

Learn how to make simple games and graphics projects that are relevant to them



Teaching Game Design



- Hands-on, group activities
- Rapid prototyping
- Designing for a theme
- Current popular games
- Gender representation
- Gender-inclusive games

Choosing a Programming Language

Traditional Languages	Visual Languages
Python + PyGame	GameMaker
Java + Greenfoot	Alice and Storytelling Alice
Processing	Stagecast Creator
ActionScript	Scratch

Example Games



"Twilight Task"

Language: Processing

Goal: click items moving along ropes before sun goes down

Dev. Time: 15 hours

Team: Two female 11th grade students

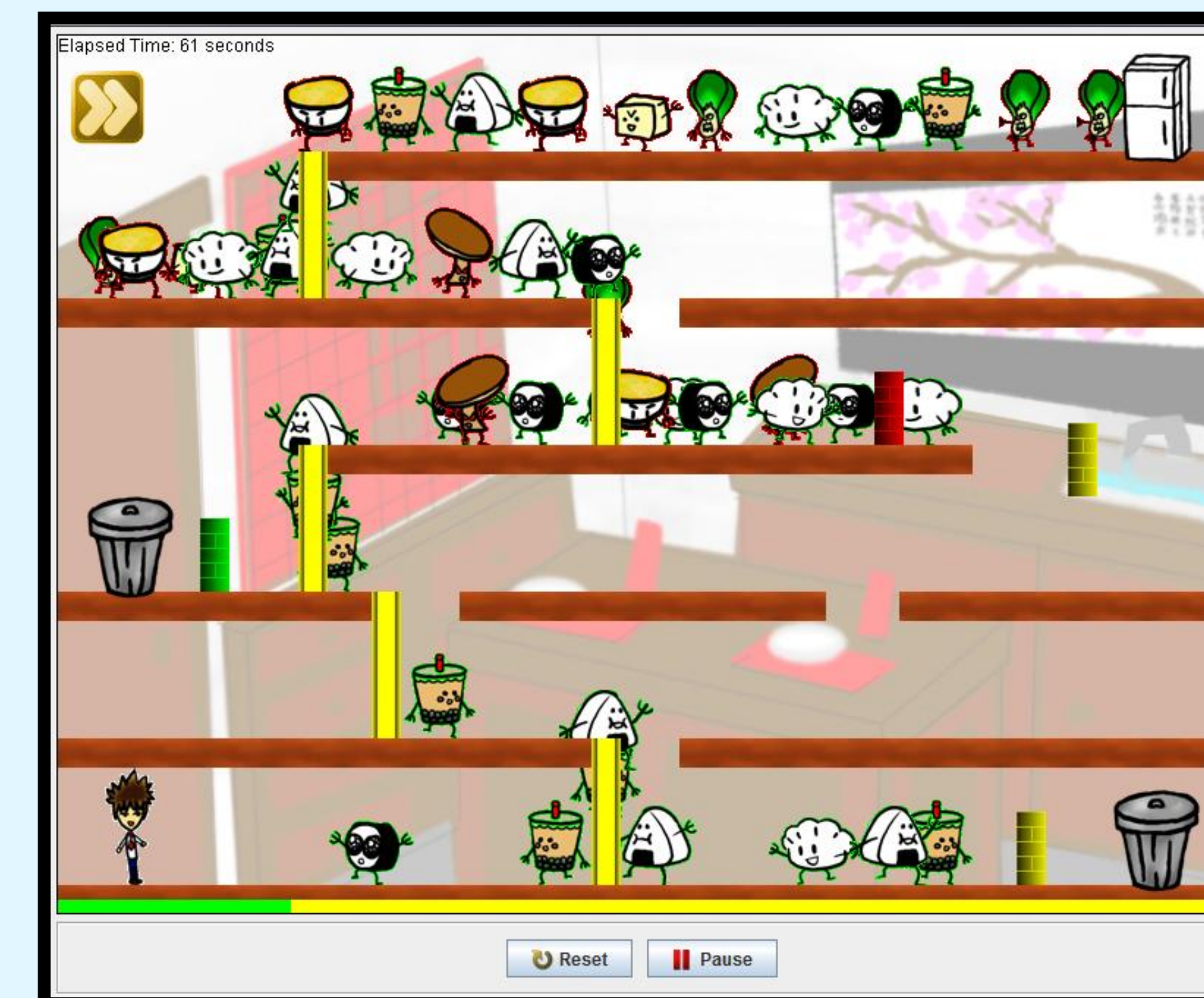
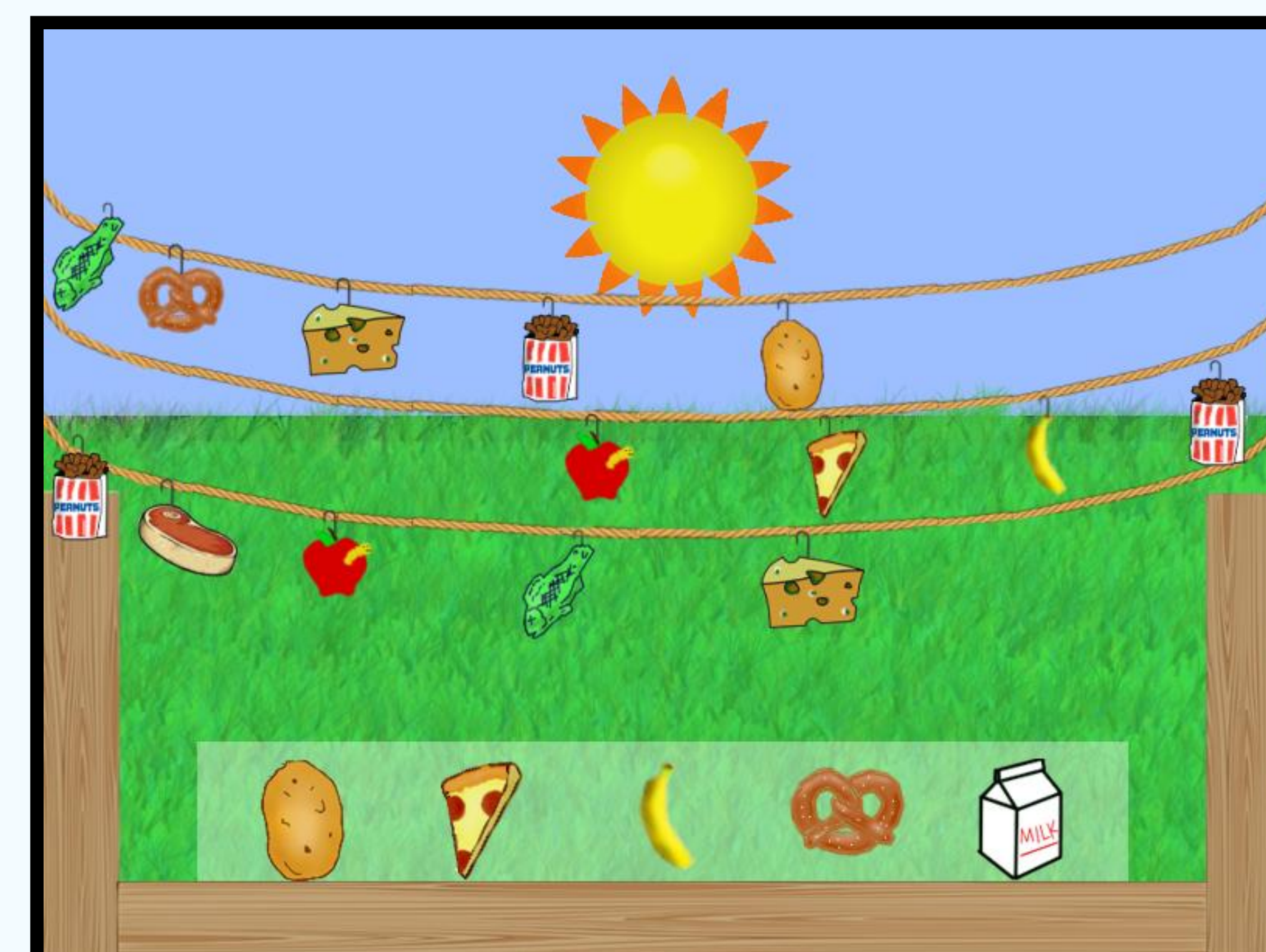
"Bibble's Adventures"

Language: Scratch

Goal: Platformer; reach the crab to get to the next level

Dev. Time: About 10 hours

Team: One female 8th grade student



"Oishii Sushi"

Language: Greenfoot

Goal: direct unhealthy sushi to young boy

Dev. Time: 25 hours

Team: One male 10th grade student, one female 11th grade student

Student Reactions

"I was surprised to find an even mix [of genders] because most of the people I knew who were interested were boys. I think that made the experience far better than if it were mostly or only boys."



"...it was the mention of Bejeweled in the summary that made up my mind..."

"I think girls and boys have a slightly different view on games ... so it was definitely interesting to have a more diverse group."

"I was surprised by how many BOYS wanted to join this class. Suffice to say, they are generally boys."

"... no matter what I choose to do with my life, [the course] has left me with the feeling that I can do anything if I try..."

Further Information

COSMOS 2010 Website:

<http://cosmos.brandonicus.com/>

Computer Science and Games: Just For Girls!:

<http://gailcarmichael.com/mini-course/course-content/index.html>