

Game-based learning on Android for Computer Scientists

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ABSTRACT

Video games are an increasing part of people's lives, with a multi-billion dollar industry. The popularity of games has led to attempts at integrating them into education, with some successes such as the wildly popular Minecraft. This project aims to create a game using the android platform that will teach an aspect of computer science, in this case the basics of programming. The target audience is young children, and as such the game should be relatively simple. It is also important that the app is primarily a game with programming aspects implemented into it, as it will be easier to engage the target audience with this approach. The game requires the player to program a route for a character to navigate a maze, making use of some aspects such as for loops to aid them.

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