PRINCETON ACM / IEEE-CS CHAPTERS
NOVEMBER 2012 JOINT MEETING

Block-based Programming with Scratch and App Inventor for Android

Block-based programming is an easy way for new programmers to write real programs and to learn about programming concepts.

Several block-based programming languages designed for the young-at-heart have emerged in the current century. Block-based programming languages are currently used as a first programming language for people of all ages, including middle-school-aged youth and Ivy League undergraduates. With a block-based programming language, users can easily create programs by using a mouse to drag, drop, and stack intelligent Lego-like blocks without worrying about textual syntax issues such as semicolons and curly braces. The speaker will discuss several new, exciting, free, and multi-platform block-based languages. Two of these languages will be demonstrated: **Scratch** (hosted by MIT's Lifelong Kindergarten Lab), which is used to create animations and games, and **App Inventor for Android** (hosted by MIT's Center for Mobile Learning), which is used to create mobile apps for Android phones and tablets.

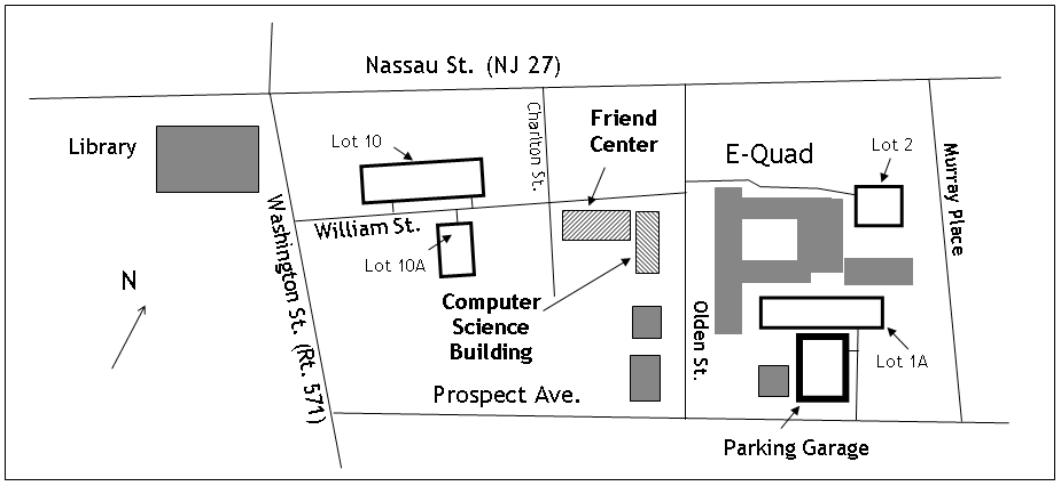
Jean Griffin is the Director of Computer Science Partnerships at the University of Pennsylvania's Netter Center for Community Partnerships. After working for a decade as a software engineer, Jean taught computer science courses for a decade as a Lecturer in Penn Engineering's Computer and Information Science Department. Her current work includes teaching undergraduates as well as outreach to high school computer science teachers and students.

Jean is a computer scientist, educator, and educational researcher. She has an M.S.E. from University of Pennsylvania, and she is pursuing a doctorate in education. Her research interests include computational puzzles ("Debug'ems"), "cascading mentoring" in computer science service learning courses, and using block-based languages while teaching computer science.

Date:	Thursday, November 15, 2012, 8:00 pm. (Refreshments and networking at 7:30 pm.)
Place:	Small Auditorium, Room CS 105 Computer Science Building, Princeton University
Information:	Dennis Mancl (908) 582-7086, Jan Buzydlowski (610) 902-8343
On-line info:	**www.acm.org/chapters/princetonacm**

All Princeton ACM / IEEE-CS meetings are open to the public. Students and their parents are welcome. There is no admission charge, and refreshments are served.

A pre-meeting dinner is held at 6:00 p.m. at Ruby Tuesday's Restaurant on Route 1. Please send email to **princetonacm@acm.org** in advance if you plan to attend the dinner.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