CompSci 94
Introduction to Programming Animation and Virtual Worlds
January 15, 2019

Prof. Susan Rodger
Review: How CompSci 94 Works

• BEFORE CLASS
  – Watch Alice videos – 30-60 minutes
    • Build Alice project as you watch
  – Take Quiz on Sakai – (turns off when class starts)

• IN CLASS
  – Review Content from Videos
  – Classwork: Write an Alice program
  – Get Classwork checked off

• AFTER CLASS
  – Complete work not finished in class – checkoff next class
  – Assignments
Practice, Practice, Practice
Practice results in Success
Don’t get behind!!!

• Difficult to catch up…
Videos/Quizzes
Don’t get behind!

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Video Review

• How do you add objects to the scene?

  – Go to setup scene
  – Search through class folders
  – Drag objects in
  – People builder

• In which class do you find people?

• In which class do you find eagle?
Video Review

- How do I move/turn the panda with a mouse?
Video Review

• Instructions – what additional info goes with them?
  – Move
  – Turn
  – Say
Video Review

- What is a one-shot?

- Give an example for how a one-show might be useful.
Video Review – what data types?

**DATA TYPE**

- 5.8
- “CompSci 94”
- right
- 6
Announcements

• Assignment 1 due Thursday
  – Do at least five levels of exercise, submit a picture of how far you got
  – Submit with websubmit
• Watch videos and take RQ2 for Thursday
• Classwork today
  – Check off when finished, or check off next time
Class Today

• Build project with panda on the moon