

Alice 3 in Action: Computing Through **Animation**

By Joel Adams



Alice 3 in Action: Computing Through Animation By Joel Adams

Discover the excitement and action of computer programming immediately with this dynamic addition to any computer programming course - ALICE 3 IN ACTION: COMPUTING THROUGH ANIMATION, 2E. This brief six-chapter supplementary book uses Alice -- a popular 3D virtual reality computer programming system that reduces programming syntax and eliminates many of the common barriers to programming success. Alice and ALICE 3 IN ACTION: COMPUTING THROUGH ANIMATION, 2E make programming both simple and fun. Even if you are a beginning student with no prior programming experience, you will quickly see the possibilities and fulfilling results of computer programming today.



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Editorial Review

About the Author

Joel Adams, a Professor of Computer Science at Calvin College in Grand Rapids, Michigan, has taught undergraduate computer science since 1984. He spends each July directing the Imaginary Worlds Camp, an animation camp for middle and high school students. Professor Adams is an ACM Distinguished Educator and a two-time Fulbright Scholar; he spent the Fall 2005 semester at Carnegie Mellon as a member of the Alice team.

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