

# A Preliminary Analysis of Scratch Projects

Ángela Vargas-Alba  
Universidad Rey Juan Carlos  
Madrid, Spain  
a.vargasa@alumnos.urjc.es

Gregorio Robles  
Universidad Rey Juan Carlos  
Fuenlabrada, Madrid, Spain  
grex@gsyc.urjc.es

**Abstract**—One of the most widely used tools for the initiation in the world of programming is Scratch, a visual programming language oriented to education. Its use has intensified in the recent years with millions of projects that can be shared and viewed by other Scratch users. In this paper, we analyze a dataset of 250K Scratch projects obtained from the Scratch repository, with the objective of extract correlations between different data.

## I. INTRODUCTION

Presently, increasingly the tendency of introducing the programming in the classrooms is developing. Nevertheless, there is a lack of formation in this matter and Scratch is a great usefulness in order to supply this deficiency, due to the fact that, beside helping the educator in the assessment tasks, it supposes a stimulus to encourage the learners to continue improving their programming skills. With this tool it is expected to guide the collective in their first steps giving support, both educators and learners, in the programming sector.

In recent years, increasingly the users decide to utilize Scratch as learn programming method. Currently, Scratch has in its web platform more than 30 millions of shared projects and more than 20 millions of registered users.

Thanks to the high activity in the web platform of Scratch, it is possible to inspect different aspects which relate projects each other. Thus, the motivation of this paper is, on one hand, to analyze which characteristics can relate different projects and, on the other hand, how metadata of the project is related itself, in order to, in a future, this analysis could be useful for some tools or applications.

In order to accomplish this analysis, we have based on the paper “A Dataset of Scratch Programs: Scraped, Shaped and Scored dataset” [1]. In this work, authors collect data from the web interface of the Scratch project repository, by means of a scraping program. It retrieves a JSON file for each of the listed projects and, subsequently, they obtained the JSON files for 250,163 projects. Finally, they parsed this dataset and obtained a list of Scratch projects with metadata and program data.

In this paper, we have utilized this dataset, which contained more than 250K projects from the Scratch repository, with the main aim of analyze if there is any kind of relationship between them, and extract useful conclusions about it.

The structure of the work has been divided according to the following way: In section II. Dataset construction, it will be developed the process of obtaining the dataset. Section III includes the methodology used to obtain the analyzed correlations. The results are presented in Section IV and, finally, in the Section V, we present the conclusions reached.

## II. DATASET CONSTRUCTION

### A. Data collection

To collect the data from the web interface of the Scratch project repository, we utilized the dataset created by the paper [1]. This dataset was composed as from two files: *metadata.csv* and *code.csv*. These files were formed by heterogeneous data, that is, they contained different types of data. For this reason, we initially did a data filtering. With a script programmed on *python*, we read both csv

files and remove *nul* or “strange” values from them. We understood “strange” values as those values that contained some special characters.

Respect to the file *code.csv*, it was a file with large dimensions, so that we utilized only the 10% of its content in order to work in a more comfortable way. This new file, *code\_10%-headers.csv*, contained information about only 20,061 of the total projects. For each project, it contained different data, which will be described in section B, so that it was formed by 3,988,988 total lines.

Based on the filtering process, we removed 3,166 lines, but the number of different projects was the same, 20,061, so we removed some data related with projects, but the same number of projects was maintained.

On the other hand, we decided to remove the characteristics related to the parameters of each project. We considered that these data was not relevant for the analysis, so finally we obtained a file *code\_10%-filt.csv*.

Respect to the other file, *metadata.csv*, it was no necessary to carry out the filtering process. Data of this file was homogeneous, so it was possible to work directly. However, it contained metadata which we didn’t consider useful in the analysis of this paper. For this reason, we reduce this file and removed some columns.

### B. Data description

Scratch is a visual programming language whose projects are based on a structure composed of different blocks. The code of a Scratch program, is formed by scripts, which is defined as a set of code blocks. Each script belongs to a sprite, an object with it own associated code. In Figure 1, is shown an example Scratch script witch belongs to a given sprite.

The two files with which we are going to work in this paper are: *metadata.csv* and *code\_10%-filt.csv*. The data related with each file is outlined in Table 1.

In Table 1, the last Key *Mastery*, is the result of Dr. Scratch score. Dr. Scratch is a web platform of free software or open source that allows users to analyze their projects carried out in Scratch, in a simple way. With Dr. Scratch, both students and educators can analyze if their projects have been programmed correctly, learn from their mistakes or receive feedback to improve their code, thus developing their capacity of Computational Thinking,



Figure 1: Example of a Scratch program with a script in the same sprite.

(CT).

In order to assign the punctuation of CT to a certain project, Dr. Scratch is based on assess the demonstrated level by the programmer in the seven following aspects: abstraction and decomposition of problems, logical thinking, synchronization, parallelism, algorithmic notions of flow control, interactivity with the user and representation of the information. The assessment of each one of these concepts can be 0, 1, 2 or 3 points, being the projects, therefore, contained in the range from 0 to 21 point. According to the final punctuation obtained, Dr. Scratch differentiates three levels of projects: basics, from 0 to 7 points, developing from 7 to 15 points, and professional, with punctuation between 15 a 21 points.

## III. METHODOLOGY

One that we had the dataset filtered and ordered, we can analyze them. The main purpose of the paper is to find correlations among Scratch projects. In order to reach this objective, we have developed an analysis process.

Initially, we focused on the characteristic “total-blocks”. We generated a new dataset grouped by “projectID”, “script-rank” and “total-blocks”. In this way, we obtained the total number of blocks for each Scratch project and its project Id. The following stage was to analyze among the total blocks of each project, which of them were different, that it, we calculated the variety of block types. In order to obtain this new characteristic, we grouped the unique block types for each Scratch project, obtaining a new dataset.

File	Key	Attribute(Description)
<i>code_10%_filt.csv</i>	ProjectID	Scratch project Id
	Script-rank	Project-level ranking of script
	Sprite-type	Type of sprite the script is in
	Sprite-name	Name of sprite the script is in
	Coordinates	X-Y location of script in Scratch editor
	Total-blocks	Number of blocks comprising the script
	Line	Script-level ranking of block
	Block-type	Type of block the script is in
<i>metadata.csv</i>	p_ID	Scratch project Id
	project-name	Name given to project
	username	Author's Scratch username
	total-views	Project views number
	total-remixes	Project remixes number
	total-favorites	Total users favoriting
	total-loves	Users 'loving' the project
	Mastery	Dr. Scratch total mastery score

Table 1: Database schema: Data structure and description

We related both dataset and obtained two correlations: the correlation between "total-blocks" and "variety-blocks", and the correlation between "total-blocks" and "repeated-blocks", represented in Figure 2.

The following analysis was focused on correlate the total number of blocks per project and its metadata. For this process, it was necessary relate both CSV files. For this reason, the first stage was to select from *metadata.csv*, only the id of the projects contained in file *code\_10%\_filt.csv*.

One that we obtained both files filtered, we analyzed the correlation between "total-blocks" and "total-views", "total-blocks" and "total-remixes", "total-blocks" and "Mastery" and "variety-blocks" and "Mastery". The result of these correlations is showed in Figure 3.

Finally, we considered relevant for the analysis of the paper, to correlate some characteristics of metadata. In this way, we analyzed the correlation between: "Mastery" and "total-views", "total-remixes" and "total-views", "total-views" and "total-favorites" and "total-views" and "total-loves". The results are represented in Figure 4.

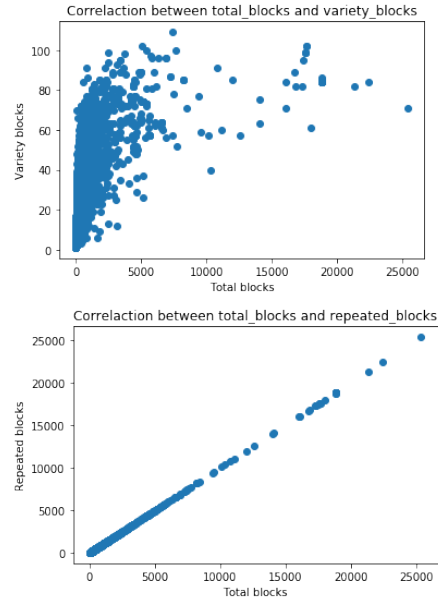


Figure 2: Correlations between total blocks and blocks type.

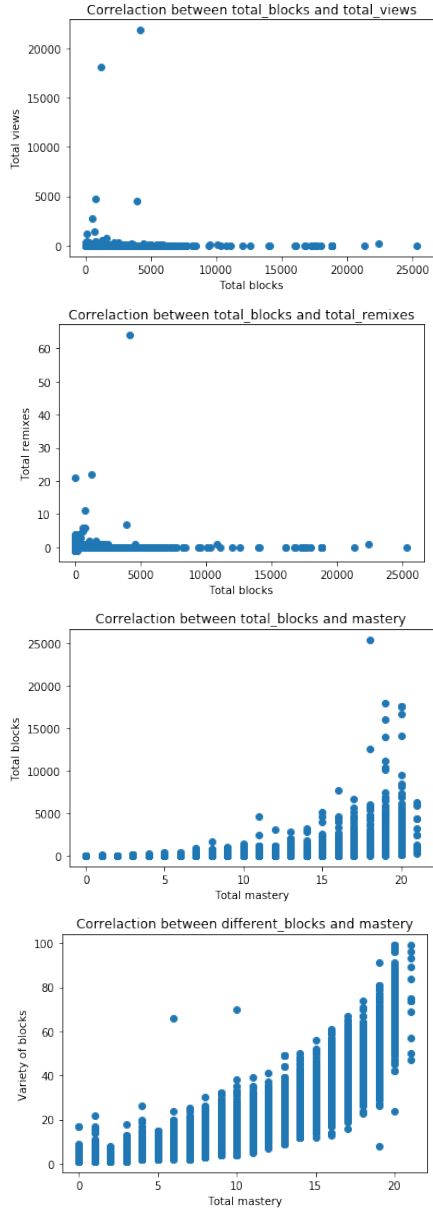


Figure 3: Correlations between total blocks and metadata.

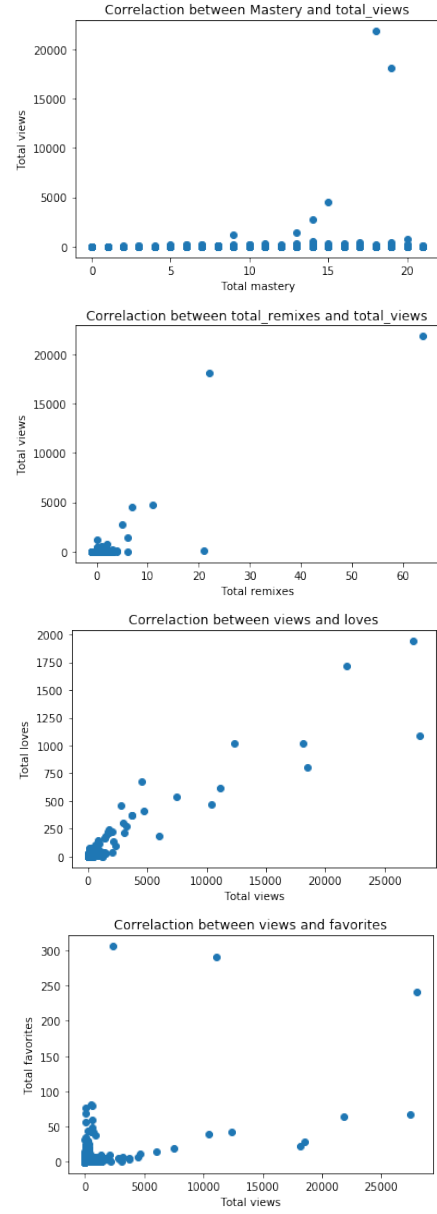


Figure 4: Correlations between metadata.

#### IV. RESULTS

In the first stage of analysis, we obtained interesting results, as is shown in Figure 2. The value of first correlation is 0.53, which indicates that the relation between the number of total blocks in a project is not proportional to its variety, analyzed as different block types. On the contrary, the correlation obtained between total blocks in a project and repeated blocks is 0.99. This result indicates that those projects which have a greater number of blocks, are formed by more quantity of repeated blocks.

In the second analysis, shown in Figure 3, we can observe that it does not exist a clear correlation between data. These results indicate that projects which have a greater number of blocks, not necessarily receive a greater number of views and remixes by other users. On the other hand, projects which have a greater number of blocks, neither obtain a greater final mastery.

Finally, contrary to the previous analysis, Figure 4 shows a high correlations between metadata of a Scratch project. The correlation obtained between the total views of a given project and the total number of remixes, is 0.86. This result indicates that those projects that have realized a greater quantity of remixes, are more socials and receive a greater quantity of views. If we analyze the correlation between total views of a project and its total number of loves and favorites, the correlation is even greater. The results obtained, correspondingly are 0.94 and 0.95. That is, whose projects that have received a greater number of views, will receive more favorites and loves of other users. However, the correlation between total views and the final mastery of a project, is almost null. Projects with more views, not necessarily will have a greater mastery.

In Table 2, is shown a summary of the obtained results.

#### V. CONCLUSIONS

We presented an analysis of data obtained from Scratch projects repository, thanks to the previous work of the paper [1], which includes the source code of the Scratch projects, their metadata, and their programming mastery scoring results. After a filtering process, we obtained the dataset analyzed in this paper. We searched different correlations between code source of a Scratch project and

Attributes	Correlation
Total-blocks, Variety-blocks	0,53
Total-blocks, Repeated-blocks	0,99
Total-blocks, Total-views	-0,01
Total-blocks, Total-remixes	-0,01
Total-blocks, Mastery	-0,01
Variety-blocks, Mastery	-0,02
Mastery, Total-views	0,03
Total-remixes, Total-views	0,86
Total-views, Total-loves	0,94
Total-views, Total-favorites	0,95

Table 2: Summary of obtained correlations

metadata. The analysis performed can facilitate the development of some applications or tools in education area and computing assessment.

#### REFERENCES

- [1] E.Aivaloglou, F.Hermans, j.Moreno-León and G.Robles, "A Dataset of Scratch Programs: Scraped, Shaped and Scored", Report TUD-SERG-2017-007.