Documentation material for Scenario 2

**Overview:**

* Project title: Processing is fun!
* Target age-range: 16-18
* Materials, software, equipment needed for the project: Everything that our future pupils need is a connection to the internet so they can see our website and the tutorials as well as the latest version of Processing (v3.3).
* The objective of the project and a short description:

Our objective was to try to interactively engage with as many students as possible. We are trying to prove that programming is lots of fun by teaching them how some of the most beloved games were created.

We have created a website that is aimed at attracting teenagers between 16 to 18 years old to coding by re-creating some games and visual effects with Processing and explaining them how the code works. Our website has tutorials with different complexities: easy, medium and hard. The students should start with the easier tutorials in order to understand the basic concepts of Processing and continue until they reach the games that are more difficult to understand, involving more advanced math and programming.

* A list of the tasks you have completed and a list of the tasks outstanding.

Tasks completed:

* Re-create the tutorials in processing
* Build the website
* Create a tutorial on how to get started with processing
* Create a tutorial on each exercise on the website and embedding the Processing applications into the web pages

Outstanding tasks:

* Create the games using Processing
* Managed to embed the processing code into HTML using a processing script

**A brief introduction to the team**

Our team is composed by Carmen Ibanescu, Vlad Andrei Istrate, Bogdan Ioan Nitescu and Georgia Preda. All of us are first year students, studying Computer Science at University College London. We have one thing in common: we love to code, learn new things and we are keen on teaching others how to program too!

**Our teaching project**

Our project comes in form of a web platform aimed at introducing students to the Processing language. We believe that through the visual tangible visual representation that Processing offers, the students can gain a better understanding of programming principles and ideas. The tutorials were created with one simple goal: simplifying the learning experience whilst keeping it fun.

**Link to video clip**