

Create a Digital Automata - Project One

Learning Goals:

- **Use metacognition skills to examine your own learning and thought processes while learning to use CoSpaces.**

Whether or not you have programmed before, learning something completely new triggers an opportunity for you to examine how you approach a new problem or situation. Do you read instructions? Dive right in? How do you deal with a roadblock or frustration? Do you enjoy success? At what point do you know you have ‘mastered the task?’

- **Use basic coding commands to create a digital automata and have a shared programming experience as a course reference.**

In this course we will be referencing computer programming and algorithmic tasks. This little project will give us a shared programming experience. If you are new to coding, all the basic ideas are here. If you are an expert, try to see how these simple blocks reflect advanced concepts.

- **Use a digital automata to reinforce the themes of Module One, “Mind and Machine.”**

As you create your digital automata, consider how it is the same and different from mechanical automata. What features make your creation more ‘real?’ Is a mechanical automata more wondrous? How can we use this example to explore the idea, “mind is to brain and software is to hardware?”

Deliverables:

- A Cospaces activity created individually or with pairs.
- Mini Project Narrative - submitted and graded in Gradescope.

Creating a CoSpace Digital Automata

Login to <https://cospaces.io/edu/> with your colorado.edu account.

Enter CoSpace class code given in Moodle - if needed we may open a second Cospace class.

If you'd like to work with a partner to make a pair of interactive automata - contact your Instructor.

Background

If you have never programmed before, go to <https://blockly.games/> to try some simple code games first.

Mechanical Automata: Watch examples of mechanical automata on youtube:

<https://www.youtube.com/watch?v=YAg66jrvpHA> (first six minutes)

<https://www.youtube.com/watch?v=DglDStgaybc>

<https://www.youtube.com/watch?v=L3Die7PfKvo>

<https://www.youtube.com/watch?v=-OJ1Yc2SwAs>

Watch the CoSpace video tutorial.

Now Create a Digital Automata in your Cospace assignment

Your automata should:

- Be an original creature in Cospaces (i.e. not the from the demo) in the spirit of mechanical automata.
- Create the action(s) of a living creature - make it seem 'alive' using an 'action' and speech.
- Include dialog
- Include movement.
- Option - with a partner, create automata that interact with each other.

Submit the narrative as PDF in Gradescope.

- *For 1 - 4 the content **must fit exactly on the pages given.***
- *Include these first 2 pages as is.*
- *Add as many pages as needed at the end for screenshots.*
- *Don't forget to include your name.*

Digital Automata Project Narrative - Your Name here:_____

1. Describe your Digital Automata - What does it do?

2. In 3-5 paragraphs, on this page, describe your process of learning how to use CoSpaces. What was familiar? What was challenging? How does it feel to be learning something new? How did you react or deal with challenges or roadblocks?

3. In 3-5 paragraphs, describe your programming experience and how it relates to using drag and drop code.

4. In 3-5 paragraphs, on this page, how is your Digital Automata like a mechanical automata? How is it different? How is it the same?

5. In 3-5 paragraphs on this page , consider the metaphor “ Mind is to brain as software is to hardware in a computer.” Discuss this statement in relation to your Digital Automata.

6. Adding as many pages as you like, include some screenshots of your Digital Automata.