Abstract

Boolario

The Best TAP Group

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The world of technology is developing at an intense rate. As students of the future are increasingly learning, computer science becomes more relevant every day. That being said, TAP (Technology Ambassador Program) provides the opportunity to inspire others in the field of Information Technology.

Our team has developed a project which takes the form of an educational computer game. We are hoping to teach logic statements in the gameplay to a large audience with various backgrounds. The Best TAP Group would like to introduce to you: Boolario.

This project is a side-scroller-type game, similar to Mario, in which we teach the concept of booleans. Our game focuses on how certain statements such as 'AND' and 'OR' can affect these booleans. In order to achieve this, a coin collecting system is in place to demonstrate the process. There are two coins: a false and a true coin. By creating a goal of TRUE or FALSE on the UI, the player has to collect a set of 2 coins to make the statement correct.

Our workshop goals consist of introducing concepts of game development to our audience; explaining the fundamentals of logic statements; discussing iteration and randomization; and of course, booleans. The biggest challenge posed to our team thus far is how to effectively host this workshop in person and online. We have recognized several potential approaches. Our team is very excited for the opportunity to build this project.