Title: Intro to Robotics and Programming

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Affiliations: No affiliations

Project description: Users will assemble and program a robotic car in an immersive virtual environment. Learn the fundamentals to programming by using physical blocks to represent actual code that can be seen on the whiteboard in front of you. After building your program from blocks, run your code and watch your car come to life in the way you envisioned it. Great for a simple introduction to complex programming concepts and abstract ideas that can be at first glance hard to grasp but are made easier with a physical representation. Make something as abstract as programming tangible to young learners through an intuitive interface.