**References**

1. Inspiring Women in Computing. Vol. 52: *ACM*, 2009. Print.
2. T. Bell, B. Gibson. “Evaluation of Games for Teaching Computer Science,” Proceedings of the 8th Workshop in Primary and Secondary Computing Education. Ed.: ACM. Aarhus, Denmark, 2013.
3. Jenson, Jennifer, Suzanne de Castell, and Stephanie Fisher. “Girls Playing Games: Rethinking Stereotypes.” Proceedings of the 2007 conference on Future Play. Ed.: ACM. Print.
4. Gallavin, Georgia. “UX For Kids' Products: Designing For The Youngest Of Users.” *UserTesting Blog*. N.p., 2015. Web. 13 Feb. 2016.
5. “Usability Testing With Kids And Teens.” *Usability.gov*. N.p., 2016. Web. 13 Feb. 2016.