"Mechanical Depression" – Game and Robotics Programming

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LYON COLLEGE

COR 100.09

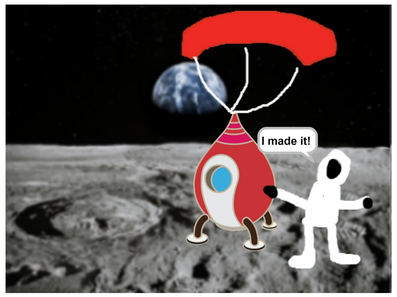
Background of the Topic

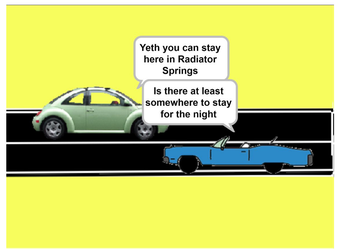
- Create exciting games, animation and media computation
- Learn computer and data science principles by playing with data
- Acquire basic programming skills
- Know how to translate visual Snap! code into procedural Python code
- Know how to operate robots
- Understand the relationship of humans and machines better
- Develop critical thinking skills
- Know how to effectively present assignment results

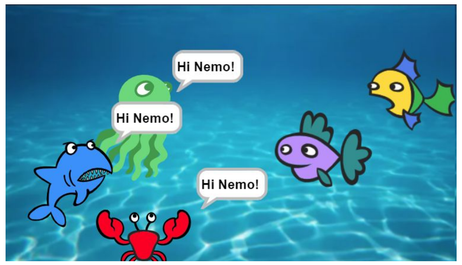
Activities

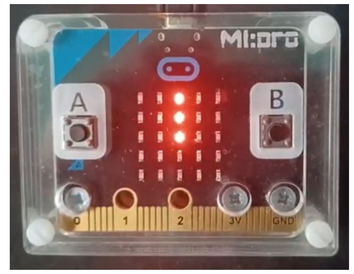
- Paddle and Ball
- Story Animation
- Circus Animation
- Flying Bat

Samples and Evidence of Learning and Accomplishments









Conclusions

"Everyday life is like programming [...] if you love something you can put beauty into it." – Donald H. Knuth

References

- Learn CS Concepts with Snap!: Create exciting games and interactive animation in Snap! Joshi AB (2020)
- Building Blocks for Powerful Ideas. Moenig J (2021)
- Introduction to programming the Finch robot. Lee AB, Walker RB (2012)

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