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Scratch Assignment
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So after looking through the training that they have on the Scratch website (I tried to go through the book, however I could never get it) I came up with this little piece that I would like to share <http://scratch.mit.edu/projects/49649162/>. I think that while Scratch provides an interesting take on what it can do from a visual aspect, I much prefer to continue my education on the back end. Interesting gimmick it has, and that it can teach some of what can be accomplished with coding. As it is interesting that you can see what you're doing in real time with pictures, images, and sound. I still like actually getting my hands dirty as it were by doing development-using code. It's kind of like working on a car in my mind, in that yeah you can repair an issue by taking it to a shop and letting them do it. But I prefer to roll up my sleeves and get dirty. I don't know that I learned anything new from this experience using Scratch. I did however see some problems with it, the biggest thing is that it is very linear in how it works. What I mean is that you really only have the objects that they give you that determine what you can do. Where in programming from code the only limit that you are going to run into is your own imagination. You have so many more things that you can do using the code side that I don't see in the visual side. Personally I would never really use this application again, except maybe to do a quick card to someone who has a happy birthday or something of that nature.