Summary of the Programming 3D Games and Simulations in StarLogo Nova presentation

After a brief presentation done by Dr. Moskol about the speaker and what was the topic of the presentation, the speaker, a Mit graduate, started his presentation on the improved version of the StarLogo Nova block programing language. His presentation started with the concept which inspired the language. Then, he went through some examples showing some functionalities using simple graphics. I notice some similarities with Dr. Rackets big-bangs library in performing some of the simple graphics.

However, he went further exposing more complex graphics scenarios and how it can be applied to some biology scenarios concepts like infection transmission and evolution of the fittest. He further exposed the limitation and some strengths of the block language. What they are trying to accomplish, the study done around it, and the comparison with other block languages.

After, some questions where addressed and answered. The total presentation lasted 1 hr and 20 minutes and there was very good pizza to eat ☺.