

The starting email sent to these teachers is inside the Appendices of the Pygame Simplified report.

Email 1:

Donald Gonzales <d.gonzales@bremer.waltham.sch.uk>

Tue 18/03/2014 16:22

Inbox

To:

Fatima Mohamed Abukar;

Hi Fatima,

Sorry for also not replying any sooner, just finished my lesson observation.

I will be running a computer club in the summer term in my school and I would need a few resources to try out -Pygame Simplified sounds good. In the first instance my pupils will be from year 7 and year 8, so I will need something simple.

I will speak to my technician to see if he can install this on the network.

Kind regards,

Donald.

Teacher asking about installation

Donald Gonzales <d.gonzales@bremer.waltham.sch.uk>

Fri 21/03/2014 13:23

Inbox

To:

Fatima Mohamed Abukar;

You replied on 21/03/2014 23:44.

Hi Fatima,

I was on a course that William Marsh was leading and he asked if I could try out Pygame Simplified for my pupils in school. I said that I would if I have the time. I was planning to do this after Easter holidays.

I have asked the technician to install Python 32 bit and then Pygame on the school network. Hopefully this will be ready next week.

Is it necessary that Python 3.3.2 installed? Can it be a later or an earlier version? News from our network provider is that 3.3.1 is more stable to carry out more complex codes.

Hear from you soon,

Donald.

Response to this teacher:

Fatima Mohamed Abukar

Fri 21/03/2014 23:44

To:

Donald Gonzales <d.gonzales@bremer.waltham.sch.uk>;

Hi Donald,

Thank you for agreeing to try Pygame Simplified out.

Yes, Pygame Simplified has been tested on Python 2.7 and should work on any Python 3.x . I have been really busy with putting together the advanced API that I have forgotten to update this information on the installation page. I will do that as soon as possible. If you use Python 2.7 for example, you will need to install Pygame for Python 2.7. This is for windows.

To the best of my knowledge, if you are using a Mac, you can only use Python 2.7 because Pygame has not been released for Python 3 on a Mac (only).

I forgot to mention in my first email, my project is due on the 22nd of April, so feedback from you before then would be great. If not, I totally understand.

I hope this makes sense, if not feel free to email me back.

Thank you.

Kind regards,

Fatima.

Email 2:

A reminder sent to teacher:

Fatima Mohamed Abukar

Sun 16/03/2014 13:43

To:

paulcrossley123@gmail.com;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

Hi Paul,

Just checking to see if you are still interesting in testing Pygame Simplified. If you are I would like to send this email as a notification that Pygame Simplified is released for Evaluation. Feedback on Pygame Simplified is much appreciated.

More information about Pygame Simplified is detailed below (from the original message).

Thank you.

Kind regards.

Reply to reminder

Paul Crossley <paulcrossley123@gmail.com>

Mon 17/03/2014 12:20

Inbox

To:

Fatima Mohamed Abukar;

You replied on 17/03/2014 19:33.

Fatima,

Apologies it slipped my mind.

I have asked another member of the department to evaluate it and complete your questionnaire. He completed a similar project as part of his degree. I feel he will be able to provide you with valuable feedback

Regards

Paul

[No response received]

Email 3:

George Dong <George.Dong@Haringey6.ac.uk>

Wed 26/02/2014 14:54

Inbox

To:

Fatima Mohamed Abukar;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

You replied on 26/02/2014 15:34.

Dear Fatima,

Have just installed PygameSimplified and tested with oneliner - "import PygameSimplified". It worked.

I'll read your tutorials and worksheets later to test it ASAP. What is the deadline for all these tests and feedback? I am thinking about if it is possible to have a few student testers for it. They have not learnt Python yet, just ActionScript 3.0 in Flash Professional.

George Dong
ICT Teacher
Faculty of Business and ICT
Haringey Sixth Form Centre
www.haringey6.ac.uk

My reply:

Fatima Mohamed Abukar

Wed 26/02/2014 15:34

To:

George Dong <George.Dong@Haringey6.ac.uk>;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

Hi George,

My project is due to complete on the 22nd of April this year, feedback by March 20 would be great.

Thanks.

--

Fatima Abukar,
Final year undergraduate (Computer Science)
School of Electronic Engineering and Computer Science
Queen Mary, University of London,
Mile End Road, London E1 4NS.

George reply:

George Dong <George.Dong@Haringey6.ac.uk>

Wed 26/02/2014 16:37

Inbox

To:

Fatima Mohamed Abukar;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

Noted!

George Dong
ICT Teacher
Faculty of Business and ICT
Haringey Sixth Form Centre
www.haringey6.ac.uk

George Emailed:

George Dong <George.Dong@Haringey6.ac.uk>

Thu 27/02/2014 18:08

Inbox

To:

Fatima Mohamed Abukar;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

You replied on 27/02/2014 18:50.

Hi Fatima,

I have followed your "cargame" worksheet and made it to the end!

Well done! It is so much easier to use than pygame! A good problem identification skill and a

good solution too.

The only problem, not of pygame simplified, is the "inconsistent use of tabs and white spaces". So many and so frequent they appear, it is frustrating to me, not to mention the young patience-less GCSE students. Any way to combat this?

If not busy, I'll try to make a game using Pygame Simplified.

George Dong
ICT Teacher
Faculty of Business and ICT
Haringey Sixth Form Centre
www.haringey6.ac.uk

I replied:

Fatima Mohamed Abukar

Thu 27/02/2014 18:50

To:

George Dong <George.Dong@Haringey6.ac.uk>;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

Hi George,

Thanks for your comments.

About indentation, I too came across this problem when developing and testing Pygame Simplified. I tried to search for a solution. I found that indentation in Python 3 must be consistent (you will get an error if you mix indentation through the space bar and indentation through tab). So, either tabs or spaces must be used (four spaces = one tab and an indented block). All Python Programmers recommend using spaces (particularly when developing in Python's text editor IDLE). There is a shortcut to indent program code in IDLE, which should make things easier. ctrl+] To indent and ctrl+[to un-indent.

Before I uploaded program code for Pygame Simplified, I checked for consistency, but I will review the program code I have uploaded and document which method I have used and the recommended method, so this problem is less likely to occur.

Thanks again,

Please do not hesitate to email me with any further questions or queries.

--

Fatima Abukar,
Final year undergraduate (Computer Science)
School of Electronic Engineering and Computer Science
Queen Mary, University of London,
Mile End Road, London E1 4NS.

Dr Marsh replied:

William Marsh

Mon 03/03/2014 13:37

Inbox

To:

George Dong <George.Dong@Haringey6.ac.uk>;
Fatima Mohamed Abukar;

George,

I am currently meeting Fatima for our weekly supervision. Thank you so much for trying out Pygames simplified: we are really hoping it can become a useful tool.

Did you have a chance to look at Fatima's questionnaire on SurveyMonkey - it would be helpful for her project to get some completed questionnaires. If you need the link again, just say!

On 02/03/2014 23:07, George Dong wrote:

> Hi Fatima,
>
> You don't need to check your code. It is not that causing "inconsistent spaces" problem. Can you give us some insight into the cause of the problem? Is it a mix of tabs and spaces or is it just the whole idea of indentation in Python? Are you using IDLE or another tool?
>
> By the way, Fatima and William,
>
> Is anyone doing something like this: (or has done it already)
>
> A simple GUI allowing adding actors to the world, then open the code view to add code controlling the actors etc. This makeshift solution will definitely put Python in a secure position with GCSE and KS3. Considering our KS5 students, Python is quite hard. Yes! Fatima is working on a simple idea like this and hopes to have something to show you soon.

Best wishes,

William

>
> The purpose is to focus the learner's effort on controlling the actors and updating texts. I am going to try something like that soon, maybe tomorrow!
>
> Regards
>
> George

George's email and suggestion on GUI program code generator:

George Dong <George.Dong@Haringey6.ac.uk>

Mon 03/03/2014 14:03

Inbox

To:

William Marsh;
Fatima Mohamed Abukar;
Dear William and Fatima,

Great! Looking forward to testing Fatima's GUI version. It does not have to be as complicated as Flash! Just add actor, add textbox, change a few of their simple properties. Then the students will be able to write code for operations!

I tried to use Python tools for VS. Unfortunately the Express edition does not take add-ins. Professional VS will cost an arm and a leg.

George Dong
ICT Teacher
Faculty of Business and ICT
Haringey Sixth Form Centre
www.haringey6.ac.uk

Email 4:

An email sent to John Andrew [jandrews@stgregoryoxford.org.uk], he showed interest in Pygame Simplified in the tread I created: "*Why may it be difficult to engage GCSE students into programming?*" :

http://community.computingschool.org.uk/forums/23/topics/2233#post_28650

For background and research.

Fatima Mohamed Abukar

Fri 28/03/2014 12:38

To:

jandrews@stgregoryoxford.org.uk;

Dear John,

I hope you don't mind me contacting you.

I'd first like to thank you for your comments on CAS on "*Why may it be difficult to engage GCSE students into programming?*". You gave great and insightful feedback which has helped. As mentioned I have designed a simplified library for Pygame Simplified called 'Pygame Simplified'. Pygame Simplified aims to take a simpler approach of to programming games, and minimises the need for object-oriented programming, thus calling a set of functions is all you need to program games. I aim to help teachers with useful resources they can deliver to their students. Pygame Simplified is for of my final year project in Computer Science. I would appreciate some feedback. I was wondering if you were interested in trying Pygame Simplified?

My project is due on the 22nd of April, feedback within the next week or two would be very helpful. It doesn't a lot of time to test.

I have two versions of Pygame Simplified. Pygame Simplified version I and Pygame Simplified version II . I would much appreciate it if you could test Pygame Simplified version II. If you're interested in testing Pygame Simplified further, you can test Pygame Simplified version I too and give feedback on your preference.

Pygame Simplified version II gives a more comprehensive version, with more modules available.

The enhanced features of Pygame Simplified are:

- Creating multiple actors, just by calling a method
- Generating a given number of actors at a random position
- Creating actors group (which takes similar actors – meaning no object oriented programming is needed).
- Collisions are simple to apply
- Comprehensive documentation.
- A comprehensive tutorial (shows how methods and classes are used).
- An extra worksheet to show how the methods in this enhanced version can be used to create a simple game.
- Very simple step-by-step installation instructions.

Pygame Simplified can be found on this public website:

<http://webprojects.eecs.qmul.ac.uk/fa303/pgs/>

For evaluating Pygame Simplified(version II), this short questionnaire is designed (Any feedback is much appreciated):

<https://www.surveymonkey.com/s/FF3VTP9>

For evaluating Pygame Simplified(version I), this short questionnaire is designed (Any feedback is much appreciated):

<https://www.surveymonkey.com/s/FMK2SW9>

Contribution to taking part in evaluating Pygame Simplified is entirely voluntary. Although Pygame Simplified is intended for classroom use, it is entirely up to you as a teacher if you would like Pygame Simplified to be used by your students.

Please do not hesitate to email me back with any queries.

Thank you for your time.

Kind regards,
Fatima.

Fatima Abukar,
Final year undergraduate (Computer Science)
School of Electronic Engineering and Computer Science
Queen Mary, University of London,
Mile End Road, London E1 4NS.

John Replied :

John Andrews <jandrews@stgregoryoxford.org.uk>
Fri 28/03/2014 13:20

Inbox

To:

Fatima Mohamed Abukar;

Delighted to help - I will first of all test Simplified 2 on myself over the next week.

Then we have Easter Holidays (2 weeks) so I would not be able to test with students until the week afterwards... I will try to do so though, as my Y10 students are doing GCSE coursework now and 'simplified' may make their hangman games more involving.

Thank you for contacting me... and Good Wishes to your Phd work.

john./

John second reply:

John Andrews <jandrews@stgregoryoxford.org.uk>

Fri 28/03/2014 13:22

Inbox

To:

Fatima Mohamed Abukar;

You replied on 28/03/2014 13:36.

sorry, BSc work!!

Email 5:

My email to Computer Science Beta testers:

Fatima Mohamed Abukar

Sun 19/01/2014 01:16

Sent Items

To:

maxdrooghayes@hotmail.com;

Megan Louise Ryan;

Cc:

William Marsh <william.marsh@eecs.qmul.ac.uk>;

Hello Max and Meg,

Thanks for agreeing to beta test my project so far. Understandably you guys are really busy with your own projects and work, I really appreciate this.

Here is the link to the website for my project:

<http://webprojects.eecs.qmul.ac.uk/fa303/pgs/index.html>

It shows you how to install Pygame Simplified, gives documentation and tutorials. You can download Pygame Simplified from the index page and the installation page.

I have a link to a survey on the index page, could you quickly fill it out once you have done? :)

Any feedback is much appreciated!
Once again, thanks!

Kind Regards,

--

Fatima.

Megan replied by email:

Megan Louise Ryan

Sun 19/01/2014 21:03

Inbox

To:

Fatima Mohamed Abukar;

You replied on 19/01/2014 21:06.

Hey Fatz,

That was fun! Although I couldn't submit the survey... not sure if it was just me being stupid, but it kept telling me that the questions needed answers despite me providing them.

But it was really interesting, I have not used Python before and found it really good fun to use.

The examples at the end of the worksheet were really useful, reinforced what you had explained in the main text and got me interested in further enhancing what I had already created.

The installation guide was really easy to follow, screenshots were useful.

The examples you provide in the tutorial page are useful also, helped me understand the concepts I was reading about.

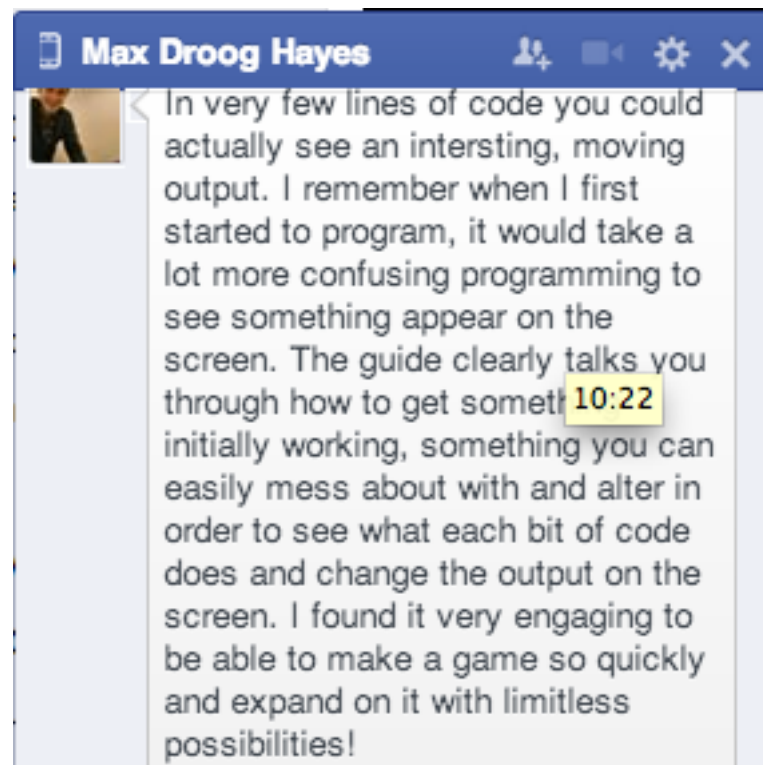
Whilst doing the paint worksheet I had no idea how to compile or run the application when you asked me to. As I said I've not used Python before so if your target audience has, then it's just me being ignorant but it took me a while to find out how. Also, I followed part 1 of the paint tutorial and my application didn't work as you said it should. Took some fiddling to get it working.

I hope my feedback was useful. I honestly enjoyed using it.

Warmest regards,

Meg :)

Max replied on Facebook:



The research ethics application states at most one email reminder can be sent to teachers. The other teachers who volunteered to evaluate Pygame Simplified never responded.