

Title: Leap for Mankind: Racing

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Abstract: Using the Scratch drag-and-drop programming language the Leap for Mankind team has created an interactive racing game that uses the LeapMotion controller, a hand motion tracking device. The aim of this project is to demonstrate the basic concepts of procedural programming to an audience uninitiated in the ways of programming. After observing the teams finished racing game, participants will be part of a workshop that will teach them how to create their own racing course using Scratch's basic logical operators and statements, such as if/else and while loops. By introducing a general audience to our programming concepts we hope to motivate others to consider a career in STEM.