

BPC-DP: Popularizing Computing to the Mainstream

<http://www.cs.georgetown.edu/~pc2main>



Introduction

Computer adventure games are extremely popular with younger and older students alike. Although these games use the computer as the delivery vehicle, the content is ultimately adventure or sporting-specific. In this project, we capitalize on the appeal that adventure games have on the younger generation and embed high-level computer science content by making it part of the adventure scenario. This approach, that we call storyboard computing, allows students to use visual computing technologies and approaches as tools while they perform the adventure or sporting-specific content of the game.

A significant detail of this project is the incorporation of non-computing collaborators. The Director of Marketing from the Washington Nationals professional baseball team and a television producer from CNN have both agreed to assist the project as consultants. The intention of their involvement is to develop a slogan similar to "Reading is Fundamental" to attract students to the computing field and develop a marketing plan to popularize computing.

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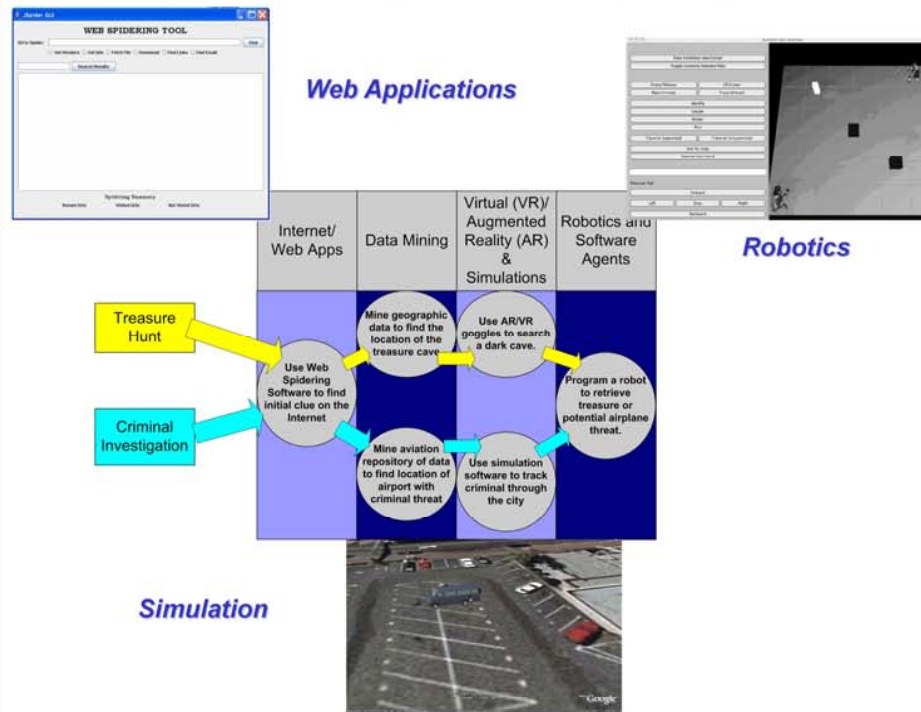
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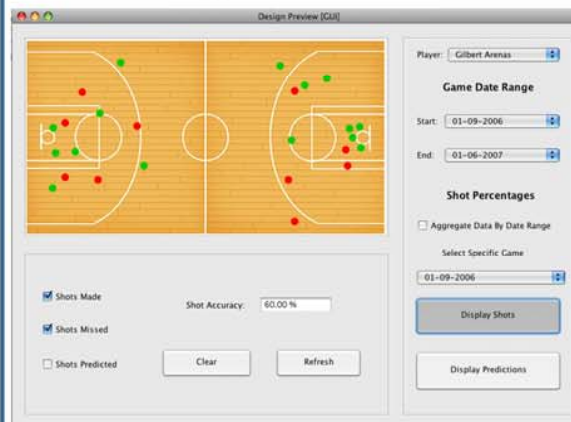
Marketing Consultants:
Mrs. Cristina Khalaf and **Ms. Carleen Martin**

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Storyboard Computing



Interacting with Students at Mainstream Events



We can predict LeBron James' next shot!

One computer science technique called data mining can look at past history and actually suggest where an NBA player will take his next shot. This and other modules are being created by professors at Georgetown University and Georgia Institute of Technology.

Summer Camps

PC2Main has 1-week summer camps during 2007, 2008, and 2010 in Washington, DC and Atlanta, GA.

