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| We present our experience participating in Women in Computing club activities in the XXXX Department at YYYY University. The goal of the club is to promote retention and recruitment of female computer science students. Student engagement in extracurricular activities and participation in various computer science events has a strong positive effect on student retention. During our first year at YYYY we designed a small computer game. We had numerous ideas to start with for this project, but moving forward we slowly narrowed our choices down until only one remained. To start with, our goal was to find how the various programming environments appealed to females in their look, design, and usability. Before deciding upon this, we investigated the topic of robotics but decided against it in favor of the game due to the stereotype of there being no female gamers. We wanted to prove that women could be programmers in the gaming aspect as well. After turning down robotics, we examined a number of programs suitable for designing a small computer game. Having in mind a general idea of the game we would like to design, we experimented with Scratch, Alice, Game Maker, and Greenfoot, ultimately deciding upon Alice. Our goal was to design the game that will be appealing to female and male gamers, and Alice provided an opportunity to design a gender neutral game. Our poster will discuss our reasoning for choosing the computer game topic and the Alice programming environment, and the challenges we encountered during the project. The full description and implementation features of the game will be presented in detail. | |