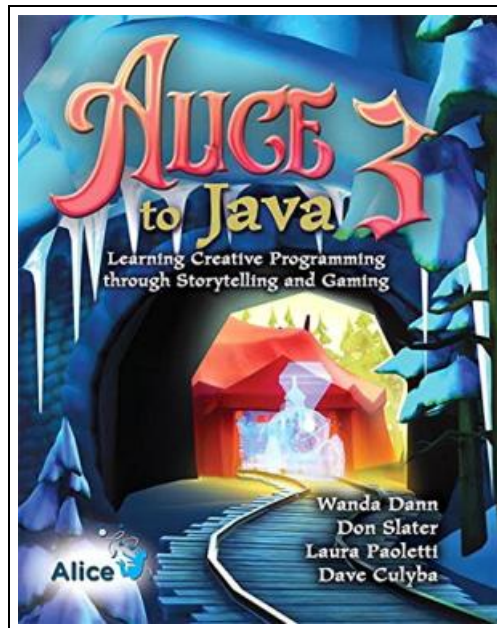# Alice 3 to Java: Learning Creative Programming through Storytelling and Gaming (Paperback)

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Reviews

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(Kevin Bergstrom Sr.)

ALICE 3 TO JAVA: LEARNING CREATIVE PROGRAMMING THROUGH STORYTELLING AND GAMING (PAPERBACK)

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Pearson Education (US), United States, 2017. Paperback. Condition: New. Language: English . This book usually ship within 10-15 business days and we will endeavor to dispatch orders quicker than this where possible. Brand New Book. For courses in Introductory Programming for Java and Alice Learn programming basics in a creative context that s more engaging and less complicated Taking a computer programming course can be challenging, time-consuming, and downright frustrating-but there s a better way. Alice 3 to Java: Learning Creative Programming through Storytelling and Gaming, First Edition introduces readers to programming in a creative context that s more engaging and less complicated, while still covering all the essential concepts you d expect to see in an introductory programming course. Readers are invited to step into the world of creating 3D animations through chapters that present programming concepts with hands-on examples. Throughout the text, readers create a short story or game centered on Lawrence Prenderghast s Haunted Circus, a story by Laura Paoletti. Students bring the story to life through projects and exercises using Alice, an animation tool similar to professional software used by studios like Pixar and DreamWorks. Later in the book, students may apply what they ve learned in Alice to using Java, a professional, production-level programming course.

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