Games2learn Lab Presents
The Dance Tool

Hanan Alnizami
Jasamine Jackson
CRA-W DMP Summer 2008
Mentor: Dr. Tiffany Barnes
Graduate Supervisor: Evie Powell
Introduction

Hanan Alnizami
UI Programmer
“Sweeeet!”

Jasamine Jackson
3-D programmer
“Let me think!”

Evie Powell
Project Supervisor
“Indeed!”
Related Work

Culturally Situated Design Tools: Dr. Ron Eglash

http://www.rpi.edu/~eglash/csdtn.html
Related Work (continued)

http://scratch.mit.edu/
Motivation

- Ages Targeted: middle-high schools
- Learning fundamental programming concepts
- 3-Dimensional graphics
- Manipulate behavior
Dance Tool Mock Up

- Date proposed: October 2007
- Date created: March 2008
- Designer: Eve Powell
Command Panel

Variable Name
Variable Type: choice
Variable Value

Pick a random
Integer, Boolean, Float

Pick random

Whole Note, 1/8 Note, 1/16 Note, 1/32 Note

The Environment
Future Work

- Character Design
- Functionality
- Prototype and testing
What was learned

• NetBeans IDE 6.1
• Java Programming
• Autodesk Maya 8.5
• Research

• NetBeans IDE 6.1
• Java Programming
• Research
Credits and Acknowledgments

- CRA-W Distributed Mentor Project
- Dr. Tiffany Barnes
- Eve Powell
- Su Hyung Cho
- Game Lab
  - NetBeans IDE 6.1
  - Adobe Photoshop CS3
  - TechSmith SnagIt 9
  - Autodesk Maya 8.5
  - Adobe Illustrator CS3
  - www.Google.com
Questions or comments?

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