

Gram's House

Encouraging Girls to Consider
Computer Science Through Games



Help Gram stay at home -
outfit her house with technology

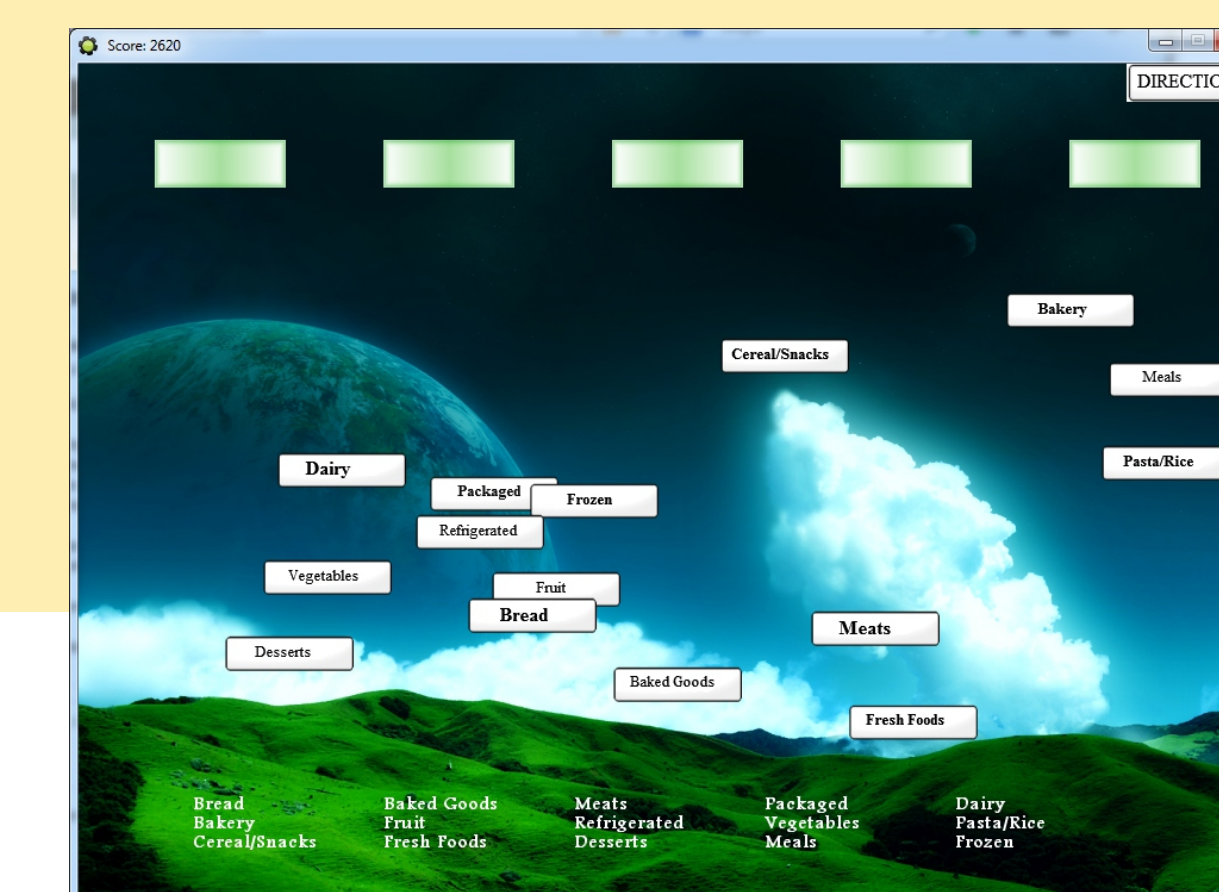
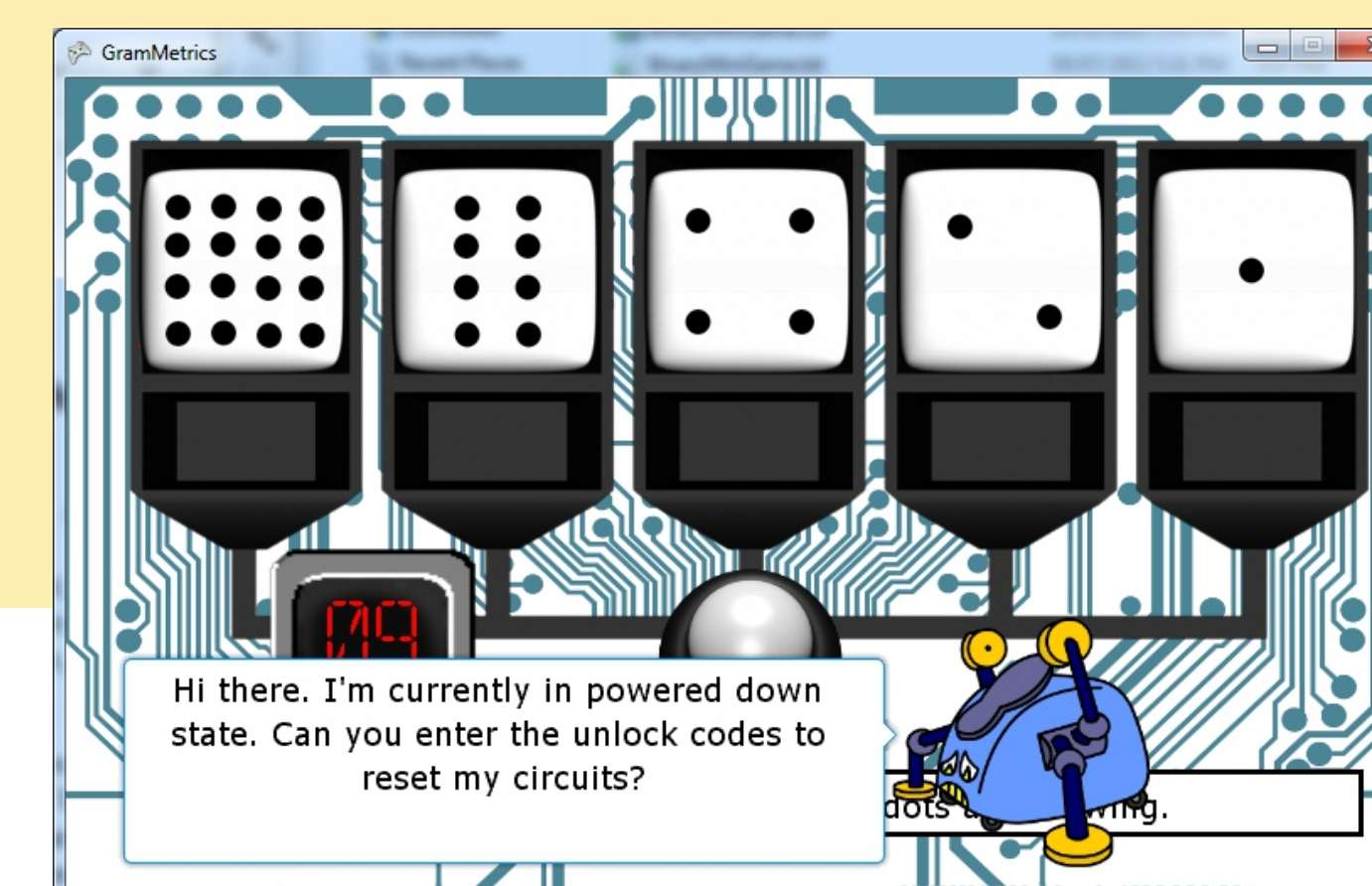
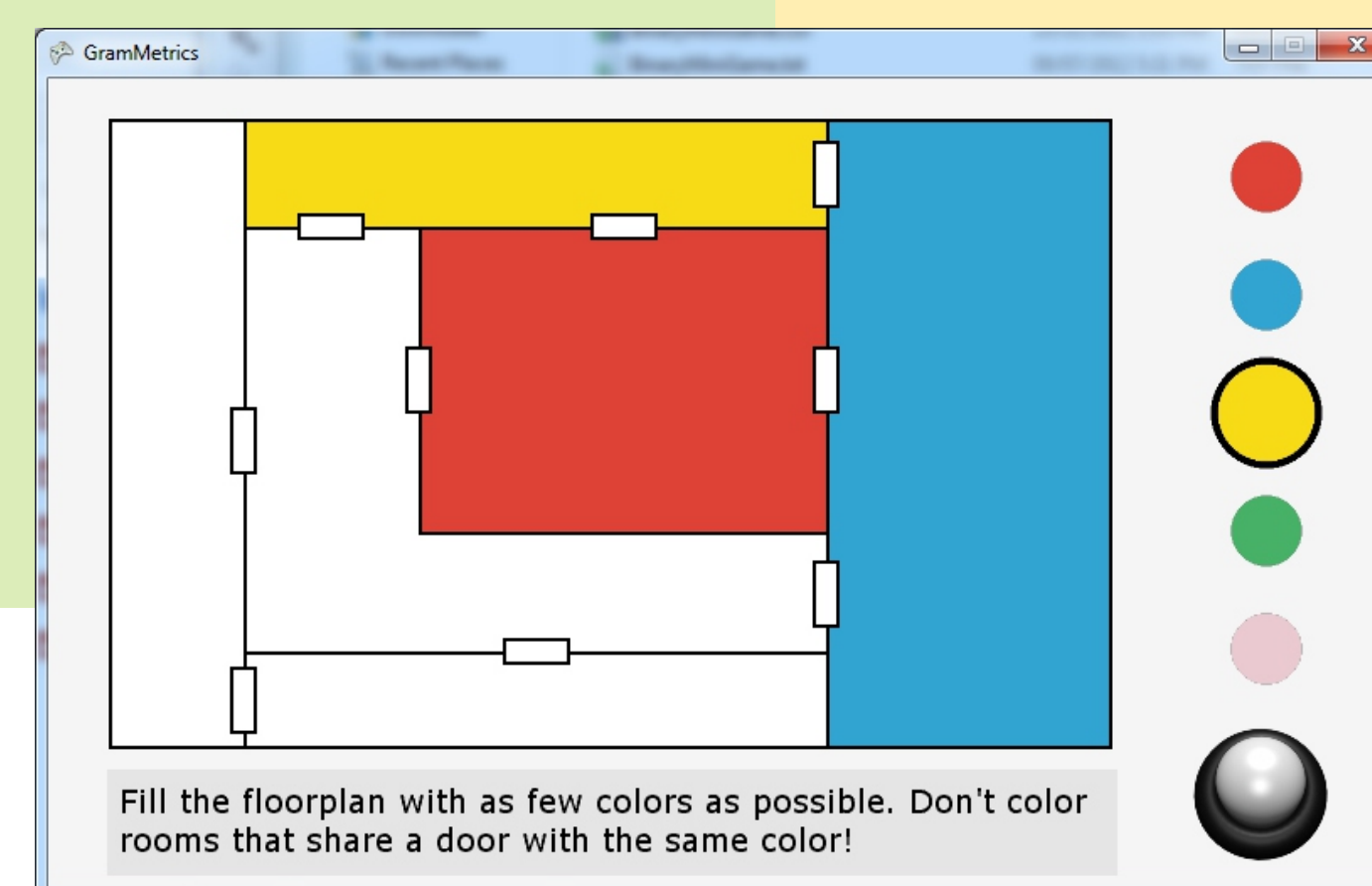
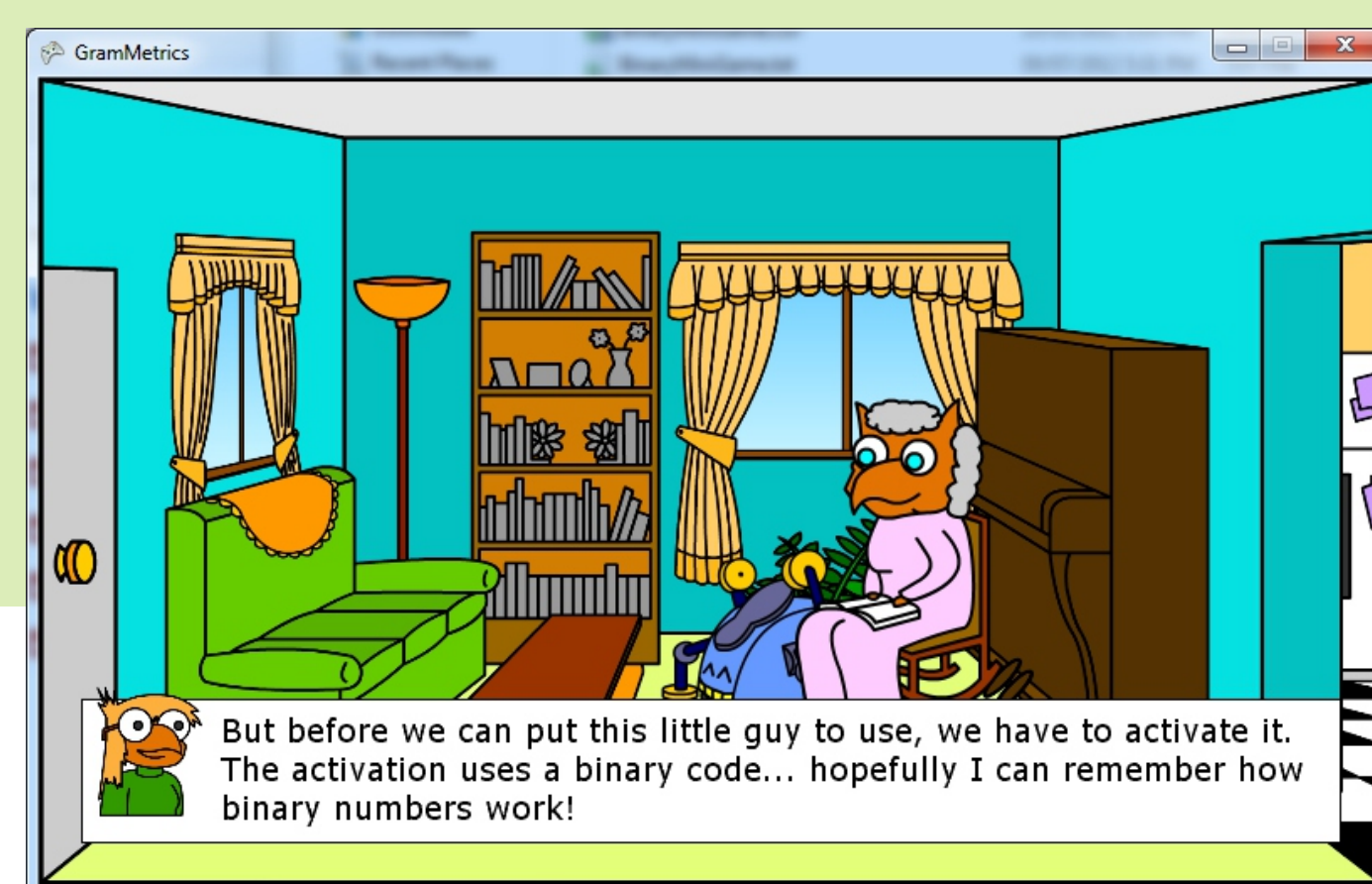
Social
Sharing

Procedural
Generation

Educator
Resources

Story

Goal: Learn
computational thinking
through computer
science concept puzzles
and connect with CS
through story.



Gram's House Pilot Project Findings

Two prototypes, one group of middle school girls (41) and boys (16) in an after school program
Noticeable improvement shown in learning concepts of binary number conversion, graph coloring, and data categorization
Post-survey results showed increase in desire to play similar games in the future and to learn more about computer science

Gail Carmichael, Carleton University ~ Carolee Stewart-Gardiner, Kean University

More at <http://bit.ly/GramsHouse>