



# Alice in Action: Computing Through Animation (Introduction to Programming)

*Joel Adams*

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**Alice in Action: Computing Through Animation (Introduction to Programming)** Joel Adams  
Enliven your CS1 course with Alice in Action! This six-chapter supplementary text uses Alice, a three-dimensional virtual reality authoring system, to make programming easy and fun for the beginning student. Alice was developed to help teach introductory programming techniques in a less syntax-intensive environment, and addresses some of the barriers that currently prevent many students from successfully learning to program. By introducing core programming topics such as objects, methods, and variables within the context of the Alice environment, students will be motivated to continue their studies in the field of computer science.

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