# Games 2 learn Lab Presents The Dance Tool

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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

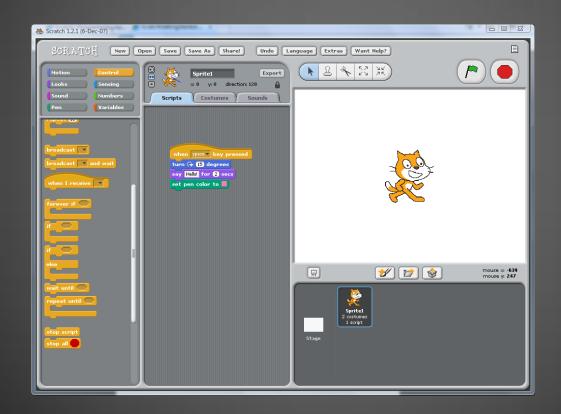
Culturally Situated Design Tools: Dr. Ron Eglash





http://www.rpi.edu/~eglash/csdt.html

### Related Work (continued)

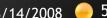


http://scratch.mit.edu/



### 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



### The Dance Tool





### Command Panel





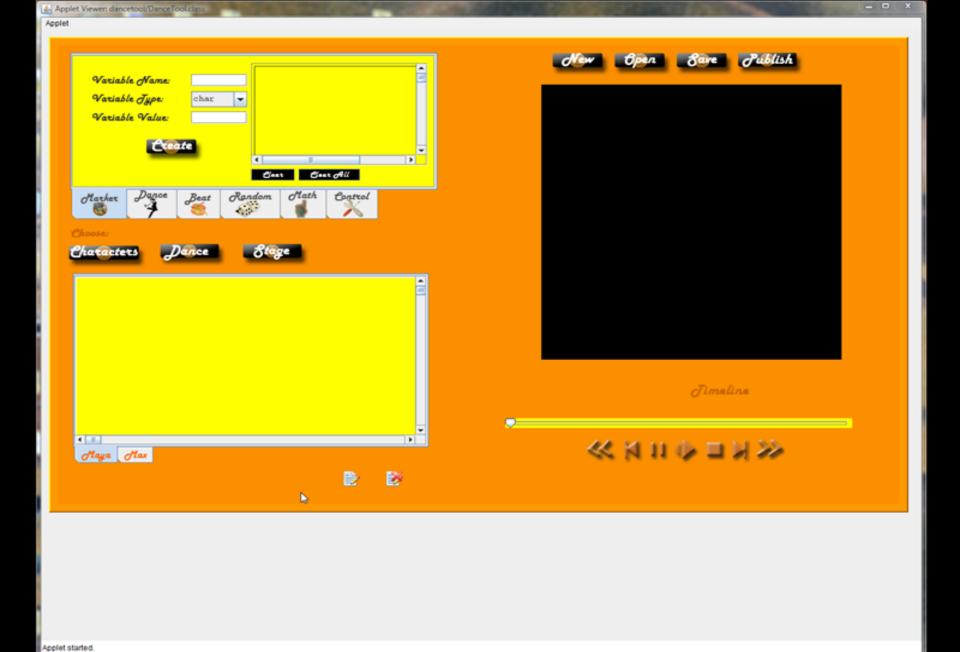








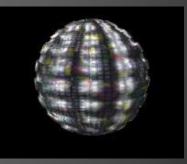


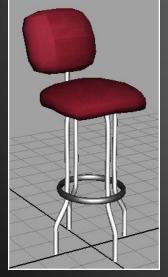


## The Environment













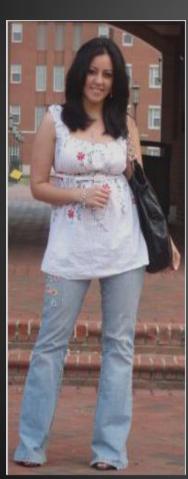


#### Future Work

- Character Design
- Functionality
- Prototype and testing



## What was learned



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



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- Java Programming
- •Research



### Credits and Acknowledgments

- CRA-W Distributed MentorProject
  - Dr. Tiffany Barnes
    - Eve Powell
    - Su Hyung Cho
      - Game Lab
- NetBeans IDE 6.1
- Adobe Photoshop CS3
- TechSmith Snaglt 9

- Autodesk Maya 8.5
- Adobe Illustrator CS3
- www.Google.com



#### Questions or comments?



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