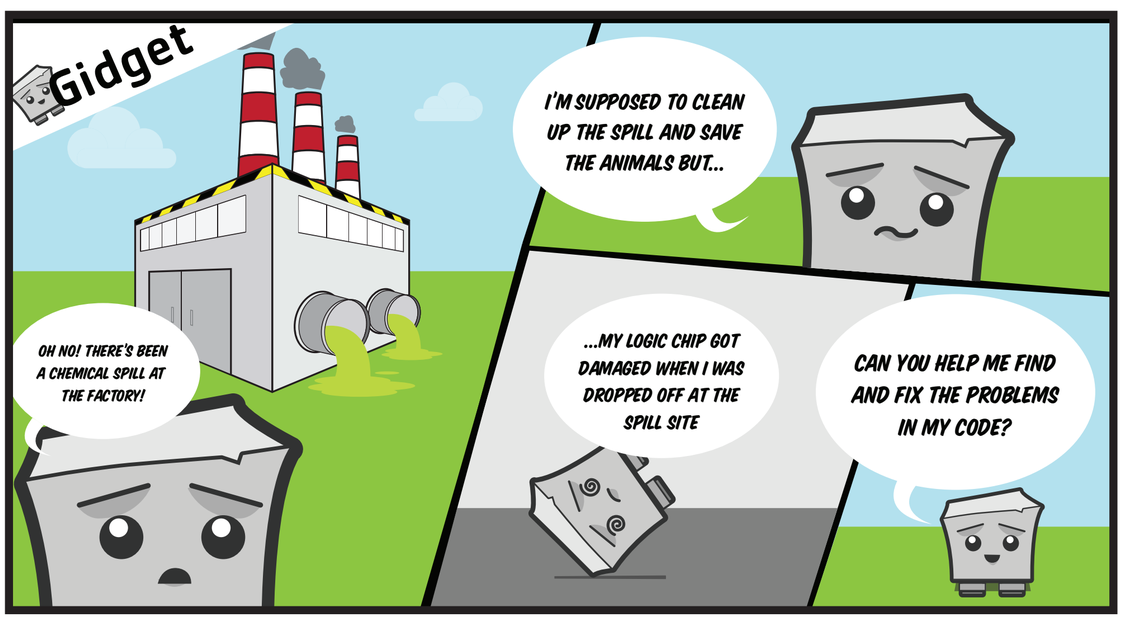
MICHAEL J. LEE & ANDREW J. KO

PRESENT

# Gidget

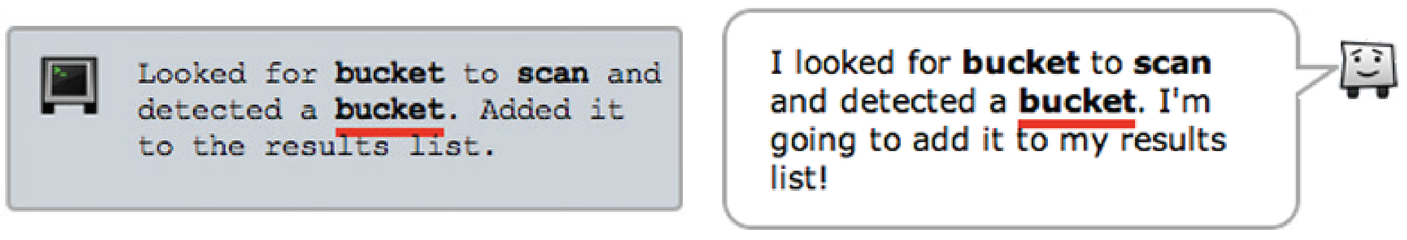


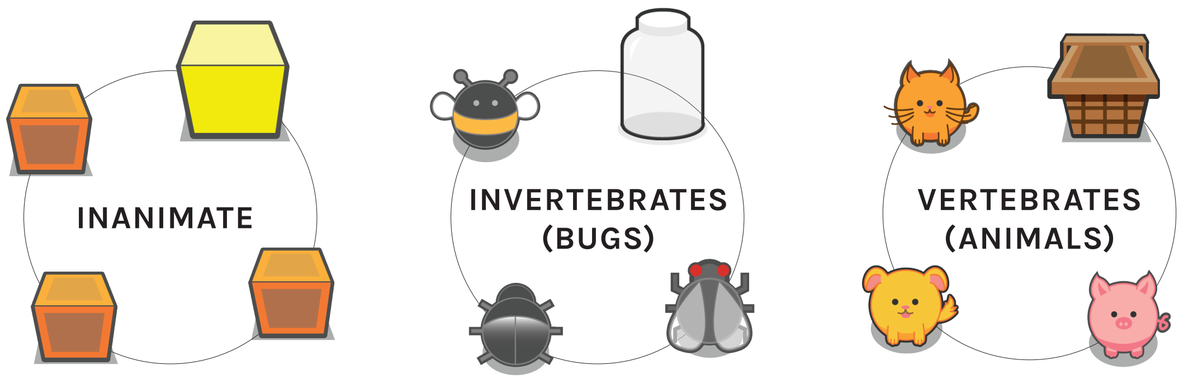

***Oh no!*** Gidget was damaged on the way to clean up a chemical spill and save the animals! Now Gidget's instructions aren't working correctly. Please help Gidget successfully accomplish all the missions!

Lee, M.J. and Ko, A.J. (2011)

**Personifying Programming Tool Feedback Improves Novice Programmers' Learning**

*International Computing Education Research Workshop (ICER)*, Providence, Rhode Island, 109-116.




***GOALS:***

block on bin

beetle on jar

kitten on basket

Lee, M.J. and Ko, A.J. (2012)

**Investigating the Role of Purposeful Goals on Novices' Engagement In a Programming Game**

*IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, Innsbruck, Austria, 163-166.

Lee, M.J., Ko, A.J., and Kwan, I. (2013)

**In-Game Assessments Increase Novice Programmers' Engagement and Level Completion Speed**

*International Computing Education Research Workshop (ICER)*, San Diego, California.