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Alice
Top Tips

Alice is a 3D programming environment, allowing you to create movies, games, tell stories or create animations. It is a wonderful introduction into the World of Object-Orientated programming - enabling the re-use of blocks of code for efficiency and encourage a good understanding of general coding concepts. It is also a great opportunity for you to build your confidence using "methods" and "objects" within not only the 3D environment in Alice, but also for future programming essential skills.

I hear and I forget. I see and I remember. I do and I understand.

You will and the best way to learn about Alice would be to have a look at the tutorials available to you on the downloaded software, these tell you all the important things you need to know before you start making your own projects:

1. Ice Skater - This tutorial is a great introduction to the interface of the software, explaining the 5 main sections of the screen and what you can do in each of them.
2. Defending nap time - Here you are introduced to methods and is taught how to not only use the ones readily available, but also create your own methods for your animations to interact with the World how you desire.
3. Penguins - This is a good introduction to using events and adding features such as sound and button click responses.
4. Scenes - This is a more creative tutorial, showing you how to create and build your own scenes and 3D environments.

The easiest way to break down and understand what objects and methods are, is to think about how we make soup. It sounds a bit odd, but it is an easy way to not only understand how the objects and methods work, but to be able to comfortably and confidently create your own.

Soup: Objects and Methods

Objects	Methods
The objects you use for programming on both Alice and other environments, are the same as what "ingredients" would be for example a Soup recipe. In our Soup we have more than one ingredient usually. Let's take some examples: Potatoes Tomatoes These ingredients to our program are the objects. Our objects in Alice are the of the objects you can place within the 3D World and you can then apply methods to them.	The methods in comparison to our Soup recipe are the actions we perform on our ingredients (objects). Let's take a potato for example: Peeling Chopping Boiling These actions we perform on our objects can be used more than once. For example, once we know how to peel one potato, we can go on to peel the rest. This is an example of code re-use, which is called Object-Orientated Programming

Alice's 3D environment is an excellent introduction into some basic concepts of programming. By trying out the tutorials and understanding some of the functionality, such as events and methods, will enable the user to create some impressive projects, whether they are games or even non-interactive movies. It is also provides a good understanding of conditional statements and iteration throughout your projects.

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