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Video Game Programming for Kids

By Jonathan S. Harbour

Cengage Learning, Inc. Paperback. Book Condition: new. BRAND NEW, Video Game Programming for Kids, Jonathan S. Harbour, "Video Game Programming for Kids" introduces pre-teens and young learners to the exciting world of game programming. This concise, dynamic book is designed specifically for 8-12 years olds and uses simple language; a step-by-step approach; and no-cost QB64 easy, but powerful, software to teach short graphics programs and games. This book is ideal for true beginners or young users who have no prior experience with programming tools. The author uses a humorous, captivating approach with brief chapters that each focus on a single programming or basic computer science concept. All programs and readings center around fun activities, such as cracking a safe, guessing the secret number, or finding the treasure.

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