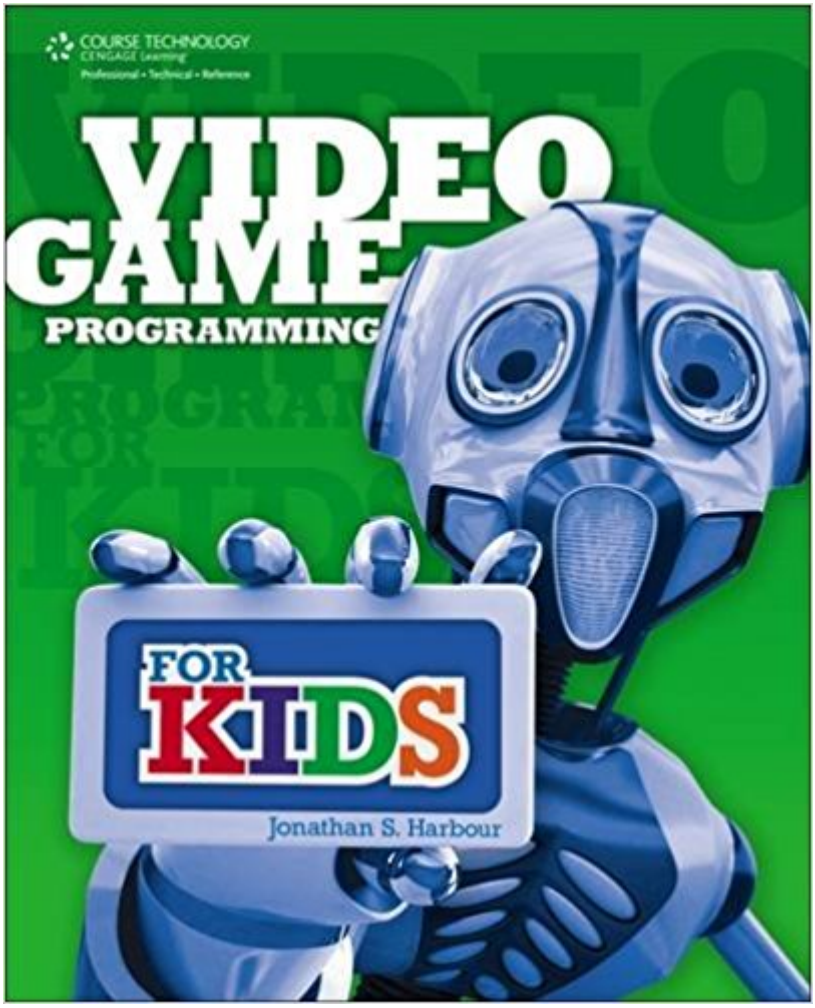
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Video Game Programming For Kids



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Synopsis

Do you want to learn how to write your own cool and exciting video games? VIDEO GAME PROGRAMMING FOR KIDS teaches young video game enthusiasts how to program video games with QB64, a simple and free version of the BASIC programming language. Written specifically for kids ages 8-12, the book requires no programming experience and uses simple concepts, fun games, and easy to-understand language to teach introductory programming techniques. Read, tested, and approved by kid reviewers, each chapter focuses on a single programming concept, and most of the example games do not require additional downloads to run. You'll be writing your own games in no time! Are you ready to get started?

Book Information

Paperback: 240 pages
Publisher: Cengage Learning PTR; 1 edition (April 5, 2012)
Language: English
ISBN-10: 1435461169
ISBN-13: 978-1435461161
Product Dimensions: 8.9 x 6.9 x 0.7 inches
Shipping Weight: 1 pounds
Average Customer Review: 3.6 out of 5 stars 22 customer reviews
Best Sellers Rank: #727,722 in Books (See Top 100 in Books) #26 inÃ Â Books > Teens > Education & Reference > Science & Technology > Computers > Programming #104 inÃ Â Books > Computers & Technology > Games & Strategy Guides > Game Design #320 inÃ Â Books > Teens > Hobbies & Games

Customer Reviews

1. Hello Stinky Head [intro to QB64]. 2. Big Mean Kitty Chases Cute Little Dog [simple graphics]. 3. Save the Hangman [simple game]. 4. Finding Secret Pirate Treasure [timed game]. 5. Let's Go Fishing [complex graphics]. 6. Backpack Attack [first real time game]. 7. Fighting Scary Robots that like to say "Exterminate!" [audio chapter]. 8. Super Squirt Gun versus the Lizard [getting player input]. 9. You Forgot Your Combination!? [doing math]. 10. You Big Ant Stomping Meanie [arrays]. 11. Beetles Are Kind of Dumb (but let's be nice to them) [game logic]. 12. Driving Like Crazy [serious collision game]. 13. Catch The Parachute Guy!

Jonathan S. Harbour is an associate professor at the University of Advancing Technology (Tempe,

AZ). His web site at www.jharbour.com includes an online forum and blog for book support. His most recent game projects are Starflight - The Lost Colony (www.starflightgame.com) and Aquaphobia: Mutant Brain Sponge Madness (www.aquaphobiagame.com).

Bought this for my 9 year old grandson. The book cover said 8 to 12.He didn't like it all. He couldn't understand most of what it was talking about. What he could understand bored him to tears. NOT what I was hoping for....

This is a good book for teaching computer coding concepts to kids. We checked it out from the library for an independent learning school project last year (3rd) and he (well, we) created a simple computer game. He has just requested to get the book again so that's saying something! I reminded him how much attention to detail it requires to write code but will definitely get it for him again!

I loved it so much that I bought another for their cousins. Spark the imagination and get with the technology. Kids are so lucky today to have such information available to them.

I bought this book for my grandson for Christmas. He posted a website he had been visiting that allowed him to try to learn computer game coding. I knew he would love this book. What I felt was really good it gives images of screen displays for his code and how it should look.

This book actually discussed programming in a language appropriate to ten-year-olds. I purchased this book as a gift for my ten-year-old grandson. He has gotten so good at one video game he was asked to beta-test another version. I thought he might enjoy trying to write his own.

Is this a nostalgic trip into the BASIC of the 80's? Sure.However, this really is nothing more than a teasing appetizer into the world of video game programming. After reading this book, and maybe even making a game or two of your own, (please go to the QB64 WIKI and get some real instructions!)I would recommend jumping ship and learning a more current language.The book is loaded with programs that are easily typed into QB64 and run, but the sprite in the ointment for me is the fact that some games are glitchy.The game "Backpack Attack" never ends. The word AHHHH! keeps floating around getting the backpack for you as you press the arrow keys.The "Super" game is not so much. The author even states that there will be return fire from the subs and boat. I guess he is waiting for you to write that in for yourself.Aside from that, the programs go in quickly and are

easily understood.

My grandson sent me thanks for this book, without mom having to tell him. So he must have really loved it.

old software used

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