

Offer Computing Workshops and Camps

Additional Reading on Computing Camps/Workshops*

Adams, J. C. (2007). Alice, middle schoolers & the Imaginary Worlds Camps. *Proceedings of the 38th SIGCSE Technical Symposium on Computer Science Education, Covington, Kentucky, USA*, 307-311. <http://doi.acm.org/10.1145/1227310.1227418>

Bruckman, A., Biggers, M., Ericson, B., McKlin, T., Dimond, J., DiSalvo, B., Hewner, M., Ni, L., & Yardi, S. (2009). Georgia computes!: Improving the computing education pipeline. *Proceedings of the 40th ACM Technical Symposium on Computer Science Education, Chattanooga, Tennessee, USA*, 86-90. <http://doi.acm.org/10.1145/1508865.1508899>

Carmichael, G. (2008). Girls, computer science, and games. *SIGCSE Bulletin* 40(4), 107-110. <http://doi.acm.org/10.1145/1473195.1473233>

Craig, M. and Horton, D. (2009). Gr8 Designs for Gr8 Girls: A middle-school program and its evaluation. *Proceedings of the 40th SIGCSE Technical Symposium on Computer Science Education, Chattanooga, Tennessee, USA*. <http://doi.acm.org/10.1145/1539024.1508949>

Doerschuk, P., Liu, J., and Mann, J. (2007). Pilot summer camps in computing for middle school girls: From organization through assessment. *Proceedings of the 12th Annual SIGCSE Conference on Innovation and Technology in Computer Science Education, Dundee, Scotland*, 4-8. <http://doi.acm.org/10.1145/1268784.1268789>

Groth, D. P., Hu, H. H., Lauer, B., and Lee, H. (2008). Improving computer science diversity through summer camps. *Proceedings of the 39th SIGCSE Technical Symposium on Computer Science Education, Portland, OR, USA*, 180-181. <http://doi.acm.org/10.1145/1352135.1352197>

Hardnett, C. R. (2008). Gaming for middle school students: Building virtual worlds. *Proceedings of the 3rd International Conference on Game Development in Computer Science Education, Miami, Florida*, 21-25. <http://doi.acm.org/10.1145/1463673.1463678>

Heeter, C., Winn, B., Egidio, R., Mishra, P., & Lownds, N. (2003). Girls as space game designers: Extreme baseline research. *Proceedings of the 2003 Conference on Designing for User Experiences (San Francisco, California)*, 1-4. <http://doi.acm.org/10.1145/997078.997095>

Hu, H. H. (2008). A summer programming workshop for middle school girls. *Journal of Computing in Small Colleges*, 23(6), 194-202.

Ke, F. (2008). A case study of computer gaming for math: Engaging learning from gameplay? *Computers and Education*, 51(4), 1609-1620. [10.1016/j.compedu.2008.03.003](http://doi.org/10.1016/j.compedu.2008.03.003)

Lau, W.Y., Ngai, G., Chan, S.C.F., & Cheung, J.C.Y (2009). Learning programming through fashion and design: A pilot summer course in wearable computing for middle school students. *Proceedings of the 40th ACM Technical Symposium on Computer Science Education*. <http://doi.acm.org/10.1145/1508865.1509041>

Lawhead, P., Loyd, R., Schep, M., Laws, M., & Price, K. (2005). Experiences in math, science and technology summer camps for young females. *Proceedings of the 43rd Annual ACM Southeast Regional Conference - Volume 1, Kennesaw, Georgia*, 23-24. <http://doi.acm.org/10.1145/1167350.1167367>



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Malan, D. J. & Leitner, H. H. (2007). Scratch for budding computer scientists. *Proceedings of the 38th SIGCSE Technical Symposium on Computer Science Education, Covington, Kentucky, USA*, 223-227.
<http://doi.acm.org/10.1145/1227310.1227388>

Maloney, J. H., Peppler, K., Kafai, Y., Resnick, M., & Rusk, N. (2008). Programming by choice: Urban youth learning programming with Scratch. *SIGCSE Bulletin*, 40(1), 367-371. <http://doi.acm.org/10.1145/1352322.1352260>

Pivkina, I., Pontelli, E., Jensen, R., & Haebe, J. (2009). Young women in computing: Lessons learned from an educational & outreach program. *Proceedings of the 40th ACM Technical Symposium on Computer Science Education*. <http://doi.acm.org/10.1145/1508865.1509042>

Pollock, L., McCoy, K., Carberry, S., Hundigopal, N., & You, X. (2004). Increasing high school girls' self confidence and awareness of CS through a positive summer experience. *Proceedings of the 35th SIGCSE Technical Symposium on Computer Science Education*. <http://doi.acm.org/10.1145/971300.971369>

Rodger S., Hayes, J., Lezin, G., Qin, H., Nelson, D., Tucker, R., Lopez, M., Cooper, S., Dann, W., & Slater, D. (2009). Engaging middle school teachers and students with Alice in a diverse set of subjects. *Proceedings of the 40th SIGCSE Technical Symposium on Computer Science Education, Chattanooga, Tennessee, USA*, 271-275.
<http://doi.acm.org/10.1145/1508865.1508967>

Rosson, M. B., Ioujanina, A., Paone, T., Sheasley, G., Sinha, H., & Ganoe, C. (2009). A scaffolded introduction to dynamic website development for female high school students. *ACM SIGCSE Bulletin* 41(1), 226-230.
<http://portal.acm.org/citation.cfm?id=1539024.1508950>

Stone, J.A., Kitlan, D.P., Hoffman, M.E., & Vance, D.R. (2008). Cultural, sociological, and experiential challenges for CIS education. *Journal of Computing Sciences in Colleges*, 23(5), 215-216.
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Tedford, P. & King, S.A. (2009). Using a summer camp to attract computer science majors. *Journal of Computing Sciences in Colleges*, 24(4), 97-103.

Werner, L. L., Campe, S., & Denner, J. (2005). Middle school girls + games programming = information technology fluency. *Proceedings of the 6th Conference on Information Technology Education, Newark, NJ, USA*, 301-305.
<http://doi.acm.org/10.1145/1095714.1095784>

Wolz, U., Leitner, H.H., Malan, D.J., & Maloney, J. (2009). Starting with Scratch in CS 1. *ACM SIGCSE Bulletin*, 41(1), 2-3. <http://doi.acm.org/10.1145/1539024.1508869>

*Much of the information provided is from third parties and your experience may vary. We offer it for your convenience in the hope that you will find it helpful. We would love to hear from you on your experiences of offering a summer camp or workshop and/or using any of the provided materials. Please also suggest other materials as this list is not comprehensive.

