Teaching with Tactile Programming

Jeff Ringenberg

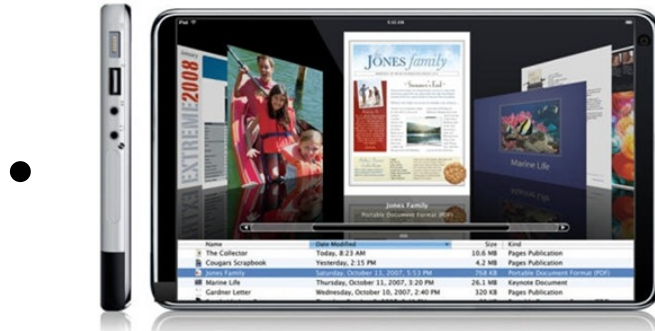MichiganEngineering

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Project Goals

- To introduce the basics of programming in a more interesting environment

- To engage more learning types

- To make programming more fun for non-CSE engineers

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Technologies Used

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-     (well not really...)

Student Activities

- Used in the first month of the course

- Lab-based exercises

- Used side-by-side with a "traditional" programming language

Project Status

- Pilot study conducted during the summer 2009 M-STEM Academy
  - Students enjoyed the unique and interesting environment

- Initial study of tactile environment shows hardware improvement is necessary

- Lab exercises are being designed for the winter 2010 semester

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Demo