

narrascope@term-world:~\$ date

Sun Jun 23 2024

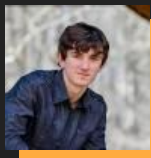
narrascope@term-world:~\$ who



The Termites



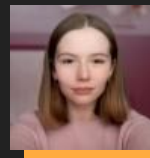
Ariac11037



CalebKendra



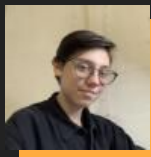
Danniyb



PaigeCD



Asegeas



cschwartz01



jnormile



Batbayasgalan1



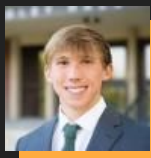
KevenDuverglas



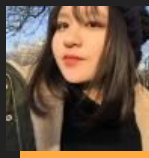
ullrichd21



bergasanargya



dyga01



Mai1902

```
narrascope@term-world:~$ whatis
```

An immersive-world game built to teach computational fundamentals to introductory computer science students using real-world concepts and objects in a digital environment.

# narrascope@term-world:~\$ whatis

```
EXPLORER
  DEFAULT (WORKSPACE)
  theCatSaIdho
  templates
  home.html
  1 <doctype html>
  2 <html>
  3
  4 <head>
  5 <title>The Cat said Meow</title>
  6 <link href="/https://fonts.googleapis.com/css?family=Montserrat:400,700" rel="stylesheet" type="text/css">
  7 <link href="/https://fonts.googleapis.com/css?family=Lato:400,700,900" rel="stylesheet" type="text/css">
  8 <link href="/https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css" rel="stylesheet" type="text/css">
  9 <script src="/https://ajax.googleapis.com/ajax/libs/jquery/1.12.4/jquery.min.js">
  10 </script>
  11 </head>
  12
  13 <body class="preload">
  14 <div class="center">
  15 <button type="button" class="catpaw" onclick="togglePaw()" id="catpaw">
  16 </button>
  17 <div class="handle"></div>
  18 <div class="catpaw-container">
  19 <img alt="catpaw-image" data-bbox="145px 125px 155px 135px" />
  20 </div>
  21 </body>
  22
  23
  24
  25 </script>
  26 <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/js/bootstrap.min.js" integrity="sha384-D8IdrIqH04qiwKT590j1wCk6NKb27Z8W6ddRW4OjhdqdQ17Jli4iuz1QQvWb1j0" crossorigin="anonymous">
  27 </script>
  28 </body>
  29
  style.css
  # style.css
  1 body
  2 font-family: 'Montserrat', 'Lato', 'sans-serif';
  3 color: #667788;
  4 background: #f0f0f0;
  5
  6
  7
  8
  9
  10
  11
  12
  13
  14
  15
  16
  17
  18
  19
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  24
  25
  26
  27
  28
  29
  30
  31
  32
  33
  34
  35
  36
  37
  font-weight: 400;
```


```
main.js
  theCatSaIdho <static> javascript > main.js
  1 pawToggled = false;
  2 var myTimeout;
  3
  4 function callbackToggle() {
  5   return function () {
  6     if (pawToggled) {
  7       document.getElementById(
  8         "#catpaw").style.opacity = 0;
  9     } else {
  10      document.getElementById(
  11        "#catpaw").style.opacity = 1;
  12    }
  13   };
  14 }
  15
  16 function togglePaw() {
  17   if (pawToggled) {
  18     // Now when we toggle the paw
  19     document.getElementById(
  20       "#myTimeout").style.visibility =
  21     "hidden";
  22     clearImmediate(myTimeout);
  23     pawToggled = !pawToggled;
  24   }
  25 }
  26
  27
  28
  29
  30
  31
  32
  33
  34
  35
  36
  37
  38
  39
  40
  41
```

EXPLORER  
VENTURE-NARRASCOPE-DEMO...  
- entrance  
- mistis  
- room-emitting-blue-aura  
- work-room  
- AnthonyTheTermite  
- Pick.py  
- Shovel.py  
- README.md

### Your first journey

Welcome to the dungeon, we've got toys and games.

- Somebody Loud



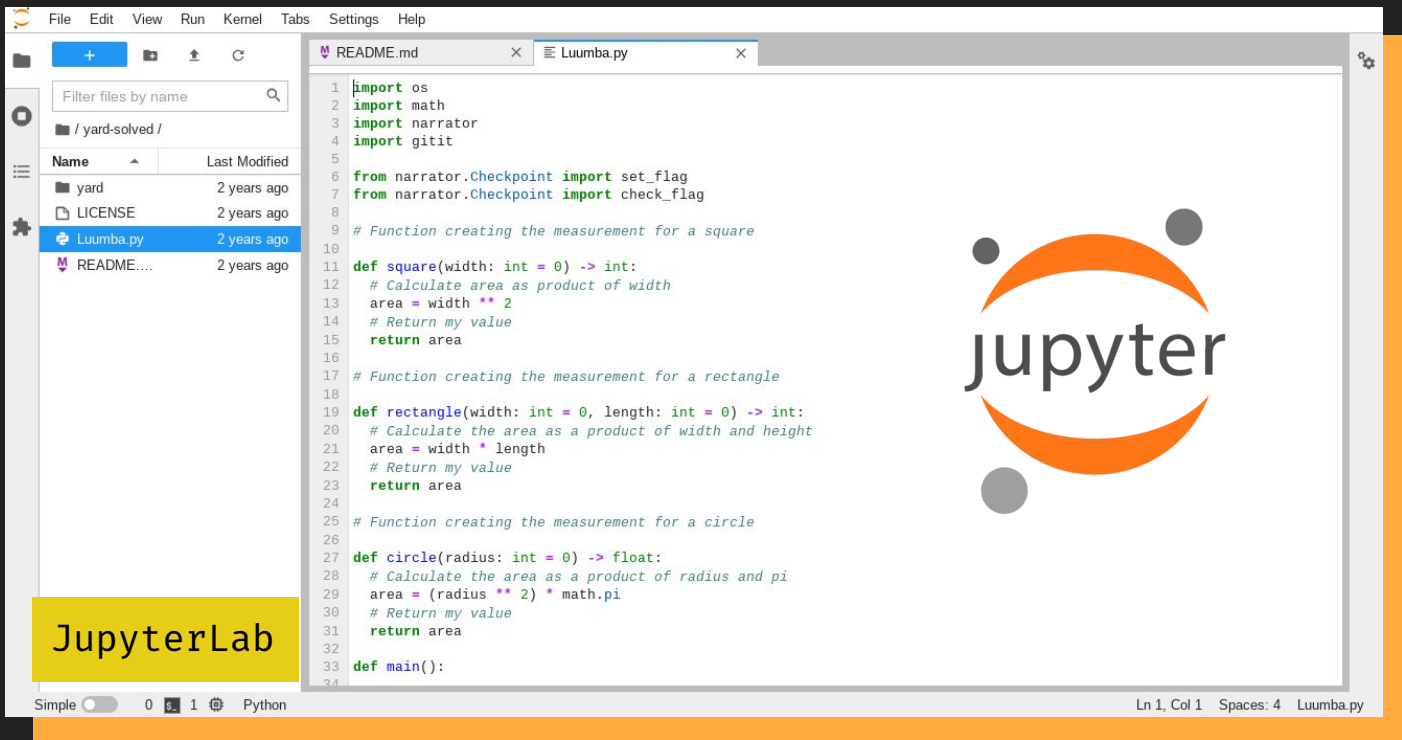
#### Summary

PROBLEMS | OUTPUT | DEBUG CONSOLE | TERMINAL | PORTS | COMMENTS  
+ ... ^ x

```
bash
bash
```

CodeSpaces: legendary fortnight | main\* | 100% | 0

narrascope@term-world:~\$ prebuild



The screenshot displays the JupyterLab environment. On the left, a file browser shows the directory structure: /yard-solved/, yard, LICENSE, Luumba.py, and README.... The main editor window shows the code in Luumba.py, which includes imports for os, math, narrator, and gitit. It defines three functions: square, rectangle, and circle, each with a docstring and a main function at the bottom. The JupyterLab logo is prominently displayed on the right side of the interface.

```
1 import os
2 import math
3 import narrator
4 import gitit
5
6 from narrator.Checkpoint import set_flag
7 from narrator.Checkpoint import check_flag
8
9 # Function creating the measurement for a square
10
11 def square(width: int = 0) -> int:
12     # Calculate area as product of width
13     area = width ** 2
14     # Return my value
15     return area
16
17 # Function creating the measurement for a rectangle
18
19 def rectangle(width: int = 0, length: int = 0) -> int:
20     # Calculate the area as a product of width and height
21     area = width * length
22     # Return my value
23     return area
24
25 # Function creating the measurement for a circle
26
27 def circle(radius: int = 0) -> float:
28     # Calculate the area as a product of radius and pi
29     area = (radius ** 2) * math.pi
30     # Return my value
31     return area
32
33 def main():
34
```

Simple 0 1 Python Ln 1, Col 1 Spaces: 4 Luumba.py

narrascope@term-world:~\$ whyis



Alden Hall 109, Allegheny College

2021: What does it mean to return to the classroom (i.e. why are we here?)

narrascope@term-world:~\$ whyis



THE  
» friendly  
ORANGE  
GLOW

The Untold Story of the PLATO System  
and the Dawn of Cyberculture

Brian Dear

narrascope@term-world:~\$ whyis

THE  
» friendly  
ORANGE  
GLOW

The Untold Story of the PLATO System  
and the Dawn of Cyberculture

Brian Dear

But perhaps there was a way to solve [the individual learning] conundrum. Especially if the focus were more on helping the child *learn*, and less on helping the teacher *teach*... If you can't clone the teacher, then why not turn the teacher into a *machine*, and *clone the machine*.

> pg. 19



# narrascope@term-world:~\$ whyis

Sidney L. Pressey

**1920:** The “Automatic Teacher,” a device enshrining self-pacing and immediate feedback in self-guided learning

**2022**

term-world

John B. Watson

**1912:** “A book could be so arranged that only to [them] that had done what was directed on page one would page two become visible...”

B.F. Skinner

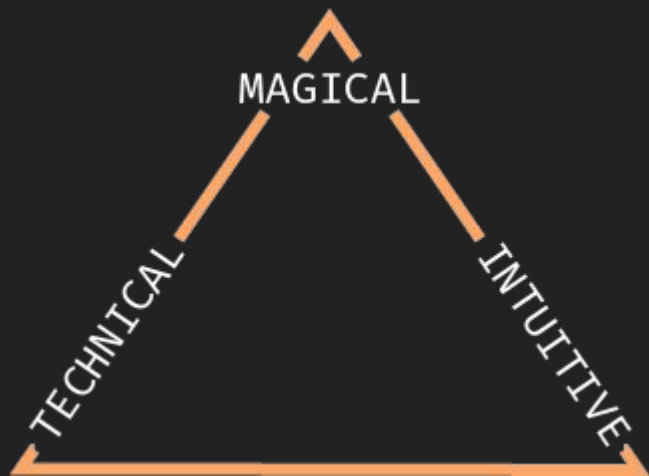
**1954:** Skinner begins work on *The Teaching of Learning*

**1950s - current**

Cognitivism influences pedagogy

(This project’s referent is Linda Flower & John B. Hayes’ “Cognition of Discovery.”)

# narrascope@term-world:~\$ whyis



- > A need to offer **automated, dynamic, self-paced discovery**
- > Addresses demand to teach **computational thinking** via **computational doing**
- > A balance between real-world concepts (**intuition**), technical fundamentals (**technical**), and joy (**magic**) ←

narrascope@term-world:~\$ whyis



Teaching to  
**Transgress**

---

Education as the  
Practice of Freedom

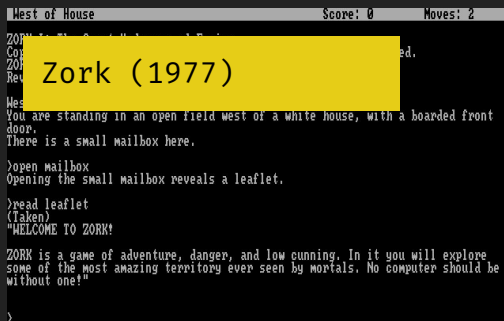
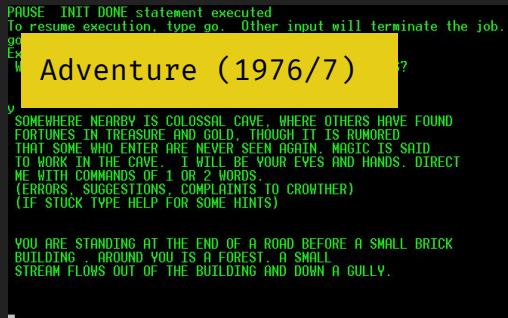
ROUTLEDGE  
**R**

bell hooks

Engaged pedagogy does not seek simply to empower students. Any classroom that employs a holistic model of learning will also be a place where teachers grow, and are empowered by the process. That empowerment cannot happen if we refuse to be vulnerable while encouraging students to take risks.

> pg. 21

# narrascope@term-world:~\$ whyis



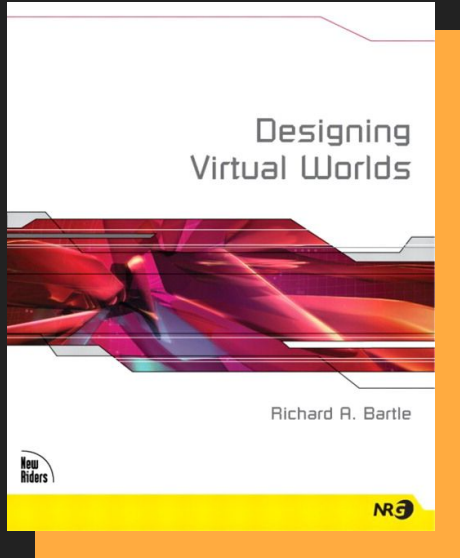
narrascope@term-world:~\$ whyis

Successful computer entertainments in language have tended to be about the way something quite small and unitary opens up into something very large and elaborate.

This opening up, the discovery of much in little, seems to be a fundamental resonance of human intelligence.

> Robert Pinsky: "The Muse in the Machine: Or, The Poetics of Zork," *The New York Times* (March 19, 1995)

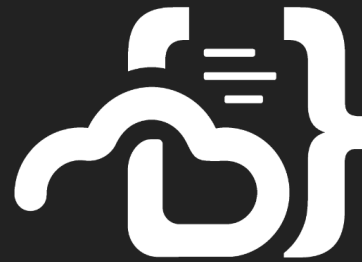
# narrascope@term-world:~\$ whyis



- > The world has underlying, automated rules that enable players to effect changes to it (although not to the rules that grant them this ability).
- > Players represent individuals “in” the world.
- > When you do something in the world, you can expect feedback almost immediately.
- > The world is shared.
- > The world is persistent.

```
narrascope@term-world:~$ stackplz
```

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```
narrascope@term-world:~$ stackplz
```

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the world.





narrascope@term-world:~\$ stackplz

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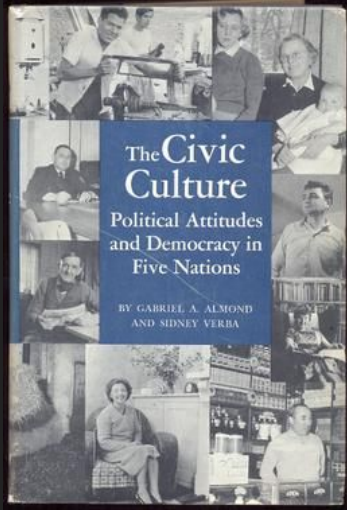
```
✓ Customize the nameplate (no TODOs)
✗ Find the Ink hidden in the couch
✗ Print the lease
✓ Enter the house
✗ Open the UltraHeavyBox
✗ Open the FragileBox
✗ Open the SinisterLookingBox
✗ Open the TubeShapedBox
✗ Open the BeatUpBox
```

Passed 2/9 (22%) of checks for user-house-solved!

**Gator Grader:** A specifications-based grader which offers “just-in-time” achievement completion reports.

narrascope@term-world:~\$ stackplz

> The world is shared.

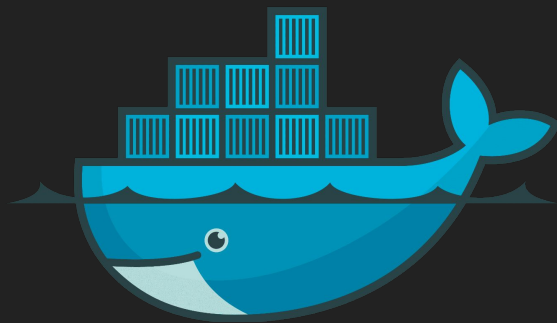


> An individual participating in a strong society believes that their ability to create change has worth

> Citizens who participate in such systems are fundamentally trustworthy

```
narrascope@term-world:~$ stackplz
```

- > The world is shared.
- > The world is persistent.



```
narrascope@term-world:~$ init >> error.log
```

- > Rollout: 31 August 2022
- > Result: **Absolute failure**
- > Root cause: Bug in custom container launcher
- > Fixed: 3 September 2022 (but it was too late)
- > Lesson: For tech and games, if it doesn't work the first time, it never works (from end-user perspective).



**SPECIAL REPORT**

narrascope@term-world:~\$ topia



Students as  
citizens



Ethical,  
values-based  
challenges



Students  
Complete  
self-directed  
improvements



Teamwork  
makes up  
majority of  
assignments

```
narrascope@term-world:~$ topia
```

> Example assignments:

- Learning to navigate file systems via “housekeeping”
- Analyzing synthetic data about class performance
- Developing citizen surveys about the world
- Building power plants competing for limited resources
- Course project which builds world objects from scratch

```
narrascope@term-world:~$ topia
```

> Supporting infrastructure:

- In-IDE inventory system
- World “narrator” that allows objects to “speak”
- Pre-made formats enabling users to write custom items
- In-folder “events” system to prevent or allow action based on “in-game” achievements



```
narrascope@term-world:~$ stack
```

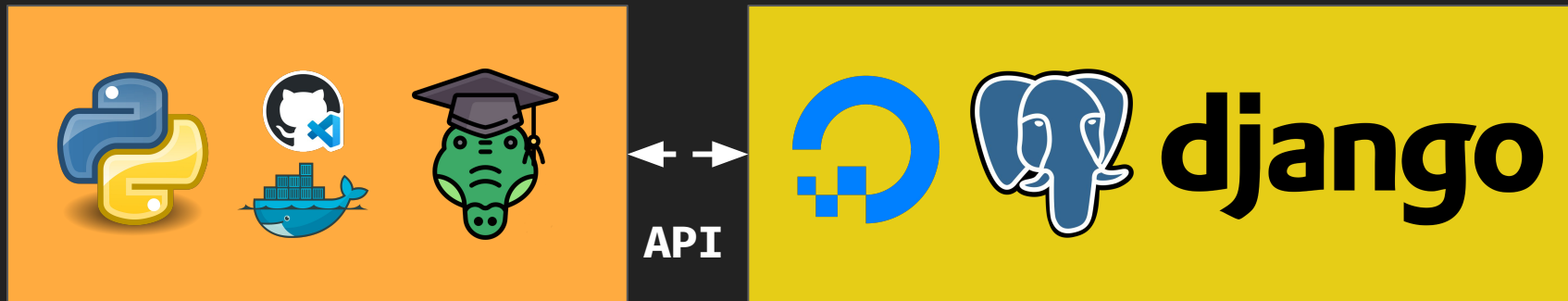


- > It's hard to maintain this unless you have a team working on it all the time; but is a great student team project
- > It requires expertise and technology to run (on-prem or in cloud); but is a great learning experience
- > It can be expensive depending on workload sizes

```
narrascope@term-world:~$ reboot -n
```

That was *so 1.0*.

```
narrascope@term-world:~$ stack
```



- > Greatly reduces costs and infrastructure maintenance
- > Models more realistic web application
- > Allows more institutions to use common services
- > Is mostly locally testable

narrascope@term-world:~\$ venture



Students as  
adventurers



Grit,  
persistence,  
problem-solving



Challenges  
framed as  
puzzles,  
dungeons,  
etc.



Maintains  
emphasis on  
collaboration  
via “party,”  
“job” system

```
narrascope@term-world:~$ demo
```

```
Let's get a friend on the line.
```