

GrACE

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GrACE, named after the pioneering computer scientist Grace Hopper, is an educational puzzle game for middle school students intended to teach algorithmic thinking in an after school context. It uses procedural content generation (PCG) to expand the types of puzzles generated, and explores the role of collaboration in supporting learning and positive attitudes about computer science, especially among girls. SEEC serves as a critical friend to the project's research, and provides feedback about implementation in the after school context.

Clients and Collaborators:

Northeastern University

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Our Role:

External Evaluator

Project Staff:

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Project Website:

<http://www.northeastern.edu/games/grace/>