# Loopo: A Tangible Programming Game For Kids

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## Abstract
This project explores a method to incorporate computer programming into primary school education. Through researching into effective teaching methods and combining it with inspirations taken from existing projects that teach computer programming, we developed Loopo. Loopo combines a specially designed tangible interface with a digital interface. The tangibility of Loopo encourages collaboration among the users and motivates them to learn together. To keep up with the increasingly earlier adoption of computer technology, Loopo's goal is to teach children the fundamentals of computer programming in a fun, relatable, and interesting way, while nurturing collaboration through an easily approachable system.

## Author Keywords
Children; Programming; Tangible Programming; Tangible User Interface; Education; Algorithm

## ACM Classification Keywords
K.3.1 [Computers and Education]: Computer Uses in Education – collaborative learning
H.5.3 [Information Interfaces and Presentation]: Group and Organization interface – collaborative synchronous interaction

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