Video Games: Design and Code Your Own Adventure (Build It Yourself)

Kathy Ceceri

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Catch a kid looking down, and chances are they're focused on a screen, deciding on strategy, building cities, setting traps for monsters, sharing resources, and nurturing critical relationships.

Over 90 percent of kids ages 2-17 play video games. In *Video Games: Design and Code Your Own Adventure*, young readers learn why games are so compelling and what ancient games such as mancala have in common with modern games like *Minecraft*. Kids will even create their very own video games using software including MIT's *Scratch*!

Using a familiar, high-interest subject, *Video Games* introduces foundation subjects such as geometry, physics, probability, and psychology in a practical framework. Building Tetris pieces out of Rice Krispie Treats and designing board games are some of the hands-on projects that engage readers' building skills, while writing actual game code opens digital doors readers may not have known existed.

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