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Capstone Annotated Bibliography

Depauw. "Computer Science Department." DePauw University. Depauw University, n.d. Web. 29 Jan. 2015.

This source provides information on why computer science is a good topic to study. This source lists ten different reasons computer science is a great department to learn about and goes into great detail about how computer science is relevant to everyday life. I selected this source because part of my capstone is me explaining why computer science is a field that more people should be in and how computer science is part of almost everyone's life. I found this source useful because it goes into detail about what computer science is and I can use this information in my capstone presentation and blog. One limitation of this source is its reliability. Although it is written by Depauw University it doesn't actually have an author. This small flaw makes this source seem less reliable.

Doane, William. "Thinking Through A Basic Pong Game in Processing." Weblog post. Drdoane. N.p., 05 July 2010. Web. 29 Jan. 2015.

I chose this source because it talks about the thoughts that should go through one's head when making a game, it also shows a code that can be used to make a Ping Pong game. This is very useful to me because I have never created a game before and I know that when the time comes to actually produce the game I'm going to need help understanding what my process should look like. This source will guide my thought process when trying to create my game. Also, since this source is a blog I can use the format of this blog as a guide to making my own blog. Initially, I was worried that this source wasn't reliable enough because it's from a blog, but, I read more about William, the author on this blog and realized he has been coding for quite a number of years and when I tested his code it worked. For these reasons, I believe this site is reliable.

Himika. "Simple Game Making Help - Processing Forum." RSS. Processing, 2014. Web. 29 Jan. 2015.

This source is from a forum on processing.org and it's about how to create a shooting game. This source is helpful because the game is broken down into steps. The forum was created by someone who was also a beginner in processing so the solution to his problem was solved in a way that is easily understood by people who barely know anything about coding. I will use this source when I am creating the steps for my game. This source is reliable because, although it's a forum, the people who comment to help the people who ask questions on this forum work at processing.org which is a very reliable site.

Jacobs, Jules. "Creating a Simple Game with Processing." YouTube. YouTube, 09 Aug. 2010. Web. 29 Jan. 2015.

This source is about how to create simple games on processing, although there is no actual audio it's very easy to follow and is helpful when create simple games. This video shows how to create a Ping Pong game and although I have another source that does the same thing I think it's good for me to have different sources showing me the different ways a game can be created in processing. This source is from YouTube and the person who published the video does not state his credentials, but he does have several videos working with processing and his codes do work so I decided to still use his video as a source.

McShaffry, Mike. Game Coding Complete. 3rd ed. Scottsdale, AZ: Paraglyph, 2005. Game Coding Complete. Books.google.com. Stacy L. Hiquet, 05 Mar. 2009. Web. 29 Jan. 2015.

I selected this book as a source because the whole book is about how to create a game using different codes. This book gives great detail about what steps to go through when deciding what your game should be about, what can go wrong when creating a

game, what should be in a game and this book gives quick tips to help people when they hit a road bump while creating their game. All of this information is very useful to me because I have never created a game and this book will help me decide what type of game I want to create and how to go about creating that type of game. I will use this source when creating my game and I will make a blog post about this book so that others can read it. This book is reliable because it is written by someone who has dedicated their lives to researching how to create games and how to code.

RAMPELL, CATHERINE. "Women Gain in Some STEM Fields, but Not Computer Science." Economix Women Gain in Some STEM Fields but Not Computer Science Comments. The New York Times, 15 Nov. 2013. Web. 29 Jan. 2015.

This source provides information about women in STEM programs and how women are taking less interest in computer science than they did two decades ago. The amount of men studying computer science is rising while the amount of women is decreasing. I will use the information from this source on my blog and possibly in my presentation. I think it's important to get more women interested in computer science and in order to do this we must introduce them to computer science in school. I found this source useful because I can use this information to prove that a project in computer science is very necessary in a world where women specifically aren't taking interest in it anymore. This source is reliable because the woman who wrote this article used statistics from the National Science Foundation which is a reliable source. Though this source does not help me with creating my final game, it does help me explain why my project is important.

Shiffman, Daniel. Learning Processing: A Beginners Guide to Programming Images, Animation, and Interaction. Amsterdam: Morgan Kaufmann, Elsevier, 2009. Books.google.com. Elsevier Inc, 17 Apr. 2009. Web. 29 Jan. 2015.

This source provides information on how to learn processing and what things beginners should know about processing before they actually start coding. This source also explains how to publish programs online after you are finished with them. I will be writing a blog post about this source because I think this book will be very helpful for people who are trying to learn processing by themselves. This book is helpful to me specifically because there are still many things about Java I don't understand and this book goes into detail about what Java is. However, this book does have some flaws. A large portion of the book is useless to me because it goes over things I already have a complete understanding. For example, his book has a few pages talking about RGB color mixer. I already completely understand how to color mix so that the entire chapter is irrelevant to the rest of my project. Other than that this source is great. I do believe it is very reliable because the man who wrote this book, Morgan Koufman specializes in computer science and engineering content. His whole career is based around this topic, so I'm sure he knows what he's talking about.

Ube, Cali. "History of CSE - Computer Science and Engineering." YouTube. YouTube, 29 Oct. 2013. Web. 29 Jan. 2015.

I used this video as a source because this video focuses on the history of computer science which is a topic that I would like to write about on my blog. In order to truly understand what computer science is you must understand how it began. I'm not sure if I will bring up the history of computer science in my presentation, but I know I will incorporate this source into my blog post. I think this source is reliable because this video was created by The UCSD Department of Computer Science and Engineering and then posted on YouTube. One flaw this source has it that it may not be relevant to my entire project. I may only be able to use this source for my blog because it doesn't actually teach me anything about how to code or how to create a game, but other than that it's a good source.

"Undergraduate Degrees." Undergraduate Degrees. University of Buffalo School of Engineering and Applied Sciences, SUNY, 2010. Web. 29 Jan. 2015.

This source provides information on what the differences are between computer science and computer engineering. This source gives an overall definition of computer science and computer engineering and then breaks down their definitions into bullet points. I decided to use this source because many people, including myself, don't completely understand what computer science is and how it differs from computer engineering. This source can be useful in my presentation and I can use the information from this source to write a blog post explaining the differences. I do believe this source is reliable because it was published by the University of Buffalo School of Engineering and Applied Sciences so essentially this source was written by people who teach computer science and computer engineering. I don't believe this source has any flaws because it speaks in detail about computer science and computer science engineering and is useful to me in more than one way.

What Most Schools Don't Teach. Prod. Hadi Partovi. YouTube. YouTube, 26 Feb. 2013. Web. 29 Jan. 2015.

I chose to use this video as a source because it's the very video that sparked my own interest in computer science and made me want to do my capstone based on what I learned in computer science engineering class. I will use this video as a way to prove that computer science isn't a field that you must be genius to master and I will use this source to show how computer science is intertwined in people's lives without them noticing. One flaw with this source is that it doesn't actually help me with anything other than my presentation. This video doesn't teach computer science nor does it teach me anything about blogging but I still feel that it will still help me explain why I think computer science is important while I am presenting my capstone. I do believe this source is reliable because it was created by Hadi Partovi. Hadi Partovi is the creator of code.org which is a website that I have used in class.

Also, almost all of the people who participated in this video are famous for creating websites or computers.