Madeup: A Language for Making Things Up

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Madeup is a programming language for making things up – literally. Programmers write sequences of commands to move and turn through space, tracing out solid shapes with algorithms and math. Madeup is designed to teach computation from a tangible, first-person perspective, joining a crowd of existing introductory teaching tools. What sets Madeup apart is its physical product. The shape that a programmer creates does not remain virtual. It can be printed, felt, carried in a pocket, and handed to a parent or friend – all of which may make computation more real and relevant in the eyes of the programmer.