

Using Magic to Teach Computer Science

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ABSTRACT

Grabbing and holding the attention of computer science students, or any students, is of fundamental importance to getting the message across. Magical illusion is a cultural phenomenon with the attractive characteristic of irresistible appeal to just about everybody. Using magic tricks to demonstrate fundamental, important or difficult computer science concepts is a way to connect with students, break through apprehension about difficult topics and generate enthusiasm for the subject. This hands-on workshop makes the case for employing magic as a pedagogical device, teaches participants a number of ready-to-use magical effects, and provides the process for learning more.

Categories and Subject Descriptors

K.3.2 [Computers and Education]: COMPUTER AND INFORMATION SCIENCE EDUCATION – *Computer science education*.

General Terms

Algorithms, Experimentation, Management, Theory.

Keywords

Computer science education, magic, pedagogy.

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SIGCSE'07, March 7–10, 2007, Covington, Kentucky, USA.

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