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The media computation approach
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terms of these activities.

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programming early on. Puts
programming in a relevant context

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Multi-media Approach
Guzdial introduces programming as a way of creating and manipulating media—a context familiar and intriguing to today's readers. Starts readers with actual programming early on. Puts programming in a relevant context (Computing for Communications). Includes implementing Photoshop-like effects, reversing/splicing sounds, creating animations.

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They created the Media Computation (MediaComp) approach, which motivates students to write programs that manipulate and create digital media, such as pictures, sounds, and videos. Now in use in nearly 200 schools around the world, this contextualized approach to introductory Computer Science

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attracts students not motivated by classical algorithmic problems addressed in traditional computer science education. They also lead “Georgia Computes!” an NSF-funded statewide alliance to ...

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Media Computation (nicknamed "MediaComp") is a contextualized approach to introducing computing using a ubiquitous theme of manipulating media. The critical characteristic of MediaComp is that students create expressive media by manipulating computational materials (like arrays and linked lists) at a lower-level of abstraction.

Media Computation Teachers Website

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science is a "concept to unify
statistics, data analysis and their
related methods" in order to

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