

Sonoma State University Computer Science Department  
The Alice Virtual Challenge  
Frequently Asked Questions

**What is Alice?**

Alice is an innovative, freely available 3D programming environment that makes it easy to create an animation for telling a story, playing an interactive game, or a video to share on the web. It allows students to learn fundamental programming concepts in the context of creating animated movies and simple video games. In Alice, 3-D objects (e.g., people, animals, and vehicles) populate a virtual world and students create a program to animate the objects.

**What is the Alice Virtual Challenge?**

The Alice Virtual Challenge is a contest hosted by the Sonoma State University Computer Science Department to challenge participants to use Alice to create a new game, animated movie, or virtual world.

**What do we create?**

Your team should create an animation using the Alice software. Your animation should last no more than 10 minutes at normal speed. The animation may interact with the user; if you create an interactive animation, document its features and consider writing a walk through since the judges will spend no more than 10 minutes with your animation.

**How can I get a copy of Alice?**

Alice is free software created by Carnegie Mellon University and can be downloaded from <http://alice.org>.

**Where can I learn to use Alice?**

There is a tutorial in Alice or online at <http://alice.org>. There are 2 copies of the book “Starting out with Alice” by Tony Gaddis at the Reserve Desk in the Schultz library.

**When is the Alice Virtual Challenge?**

Teams can start their creations as soon as they wish. The final registration date is November 24<sup>th</sup> 2008 at 5:00 pm. The final submission date is December 1<sup>st</sup> 2008 at 5:00 pm.

**Who can participate?**

Anyone registered as a student at Sonoma State University. Students must participate as part of a team of 2. There will be 5 team categories:

- Category 0 – those students who have taken no CS courses or only CS 101.
- Category 1 – Those students who have taken (or are currently taking) CS 115 or CS 110 but have not taken (or are currently taking) any 200 level courses in the CS Department.
- Category 2 – Those students who have taken (or are currently taking) a 200 level course but have not taken any (or are currently taking) 300 level courses in the CS Department.
- Category 3 – Those students who have taken (or are currently taking) a 300 level course but have not taken any (or are currently taking) 400 level courses in the CS Department.
- Category 4 – Those students who have taken (or are currently taking) a 400 level course in the CS Department.

Note: if team members are in different categories, the team's category is the higher one.

### **What are the prizes?**

We don't know yet...but isn't glory enough? (Seriously, there will be prizes....)

### **Who will judge the contest?**

Judging will be done by the faculty and alumni of the Computer Science Department. Three winners (1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places) will be selected for each category. Judging will be based on creativity and complexity. Projects containing inappropriate material will be disqualified.

### **How do I register?**

Find a team mate then complete a registration form. Registration forms can be picked up from and returned to Gina Voight in the Computer Science Department office (Darwin 116; (707) 664-2667). The final registration date is November 24<sup>th</sup> 2008 at 5:00 pm.

### **What do we submit?**

A CD containing all of the files you generated for your Alice creation and a one page document describing your creation and how to run it. (This should also be in a file on your CD – it may be a .doc or a .pdf file.) Put your CD and a copy of your document in an envelope and give it to Gina – your team name and number should be on the document, the CD, and the envelope. The final submission date is December 1<sup>st</sup> 2008 at 5:00 pm.

### **Additional questions?**

Contact Dr. Rivoire (664-3337) at [suzanne.rivoire@sonoma.edu](mailto:suzanne.rivoire@sonoma.edu) or Dr. Watts (664-2807) at [tia.watts@sonoma.edu](mailto:tia.watts@sonoma.edu) if you have additional questions.