

Scratch is a new programming language that makes it easy to create interactive stories, animations, games, music, and art—and share your creations on the Web.

Scratch is designed to enhance the technological fluency of young people, helping them learn to express themselves creatively with new technologies.

As they create Scratch projects, young people learn important mathematical and computational ideas, and they gain a deeper understanding of the process of design.

Mitchel Resnick

John Maloney

Natalie Rusk

Andres Monroy-Hernandez

Evelyn Eastmond

Karen Brennan

Amon Millner

Eric Rosenbaum

Jay Silver

and Brian Silverman

Alumni Contributor(s) :

Margarita Dekoli

and Tamara Stern

site internet :

<http://scratch.mit.edu/>

<http://www.media.mit.edu/research/33>