Like Scratch and App Inventor, MIT’s StarLogo uses a web-based visual programming environment to enable anyone, even those with no programming experience, to quickly design and create immersive 3D games and simulations.

- **Create, edit, and run** games and simulations right in the browser; no installation necessary.
- **Modify** or remix existing public projects.
- **Share** projects in public galleries and **Collaborate** with other users.
- **Build** powerful large-scale simulations (10,000 agents or more) with no pre-defined limits on agents.
- **Integrate** custom sounds and Collada format 3D models.
- **Customize** breeds with user-created traits like energy, health, lives, and inventory.
- **Program** agent interactions easily using the new Detection blocks.
- **Control** hundreds of agents even on older computers or Chromebooks.

Sample projects allow students to manipulate simulations, see their changes reflected in real-time data visualization, and develop the skills to create their own models.

www.slnova.org
Getting Started

1. Visit slnova.org
2. Create an account or log-in with your Google account
3. Do the ORIENTATION activities.
4. Try remixing an existing project or create your own game or simulation.

Support Resources

**Orientation Activities.** Get started with a series of activities designed to introduce novice users to the tool.

**Sample Projects.** Explore, manipulate and remix sample projects.

**Skill Cards.** Identify relevant features of Starlogo with a series skill cards providing implementation examples.

**Game Worksheet.** Plan your game using a checklist created by experienced game designers.

The blocks-based programming environment allows everyone, even novices, to easily develop fully functional games and simulations.

Students can access a library of agents, create their own, or import Collada format models.