Games and algorithms: a co-operative board game for teaching elementary algorithms

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Games are frequently used for learning and teaching among younger age groups. In secondary and higher education, however, they typically take a back seat, and "serious work" takes their place. The methodology of foreign language teaching is an exception to this, where games and playful tasks are used regardless of age group. Games also appear in the methodology of computer science education, but these are typically games that teach programming, focusing on a specific high-level programming language. There are few games that focus on developing computational thinking and algorithmic skills. "Library Adventures" is a cooperative board game designed to introduce players to the basics of algorithms and the process of debugging.