Speak Your Mind: Introducing Aptly, The Software Platform that turns Ideas into Working Apps

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Introducing the Team and the Goal
Making App creation easier via Block coding
Aptly Demo
Code generative models
How Aptly Works

'Make an app with a text box, a list of six languages and a button that says 'translate.' ... 

OR 

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Prompt Engineering

“Make an app called Pong, where a ball bounce around…”
Prompt Engineering

Make the game Pong.
```
```
```python
'''Create a ball.''
Ball = Ball(Screen1)

'''Create a paddle.''
Paddle = Rectangle(height = 2cm, width = 4cm)

...'''

'''Increment the score.''
int score = 0
if userWins():
    score+=1

'''Make the game Pong.''
```
Prompt Engineering

```plaintext
'''Create a ball.''
Ball = Ball(Screen1)

'''Create a paddle.''
Paddle = Rectangle(height = 2cm, width = 4cm)

'''Increment the score.''
int score = 0
if userWins():
    score+=1

'''Make the game Pong.''
```
Create a ball.
Ball = Ball(Screen1)

Create a paddle.
Paddle = Rectangle(height = 2cm, width = 4cm)

... Increment the score.
int score = 0
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    score+=1

Make the game Pong.
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'''Create a ball.'''
Ball = Ball(Screen1)

'''Create a paddle.'''
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Create a ball.
Ball = Ball(Screen1)

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Paddle = Rectangle(height = 2cm, width = 4cm)

Increment the score.
int score = 0
if userWins():
    score+=1

Make the game Pong.
Prompt Engineering

```
```
Working example (1)

Make a game that has a button in the middle of the screen. When a user clicks the button, increment the score by 1.
Create a character that has attributes: intelligence, bravery, and strength. If the reader clicks the 'read' button, increment intelligence by 10. If the reader clicks the 'Test your limits' button, increase bravery by 20. If the reader clicks the 'lift weights' button, increase strength by 15.
Working example (2)

Create a character that has attributes: intelligence, bravery, and strength. If the reader clicks the 'read' button, increment intelligence by 10. If the reader clicks the 'Test your limits' button, increase bravery by 20. If the reader clicks the 'lift weights' button, increase strength by 15.
Create a character that has attributes: intelligence, bravery, and strength. If the reader clicks the 'read' button, increment intelligence by 10. If the reader clicks the 'Test your limits' button, increase bravery by 20. If the reader clicks the 'lift weights' button, increase strength by 15.
Implication on Computational Thinking Education
Will Aptly be a crutch or a springboard?

Calculator: Its Controversy and Advantages for Learning Quantitative Literacy

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In modern era, the development of technology, including calculator, should be of concern to the practice of education. However, the use of calculator for mathematics learning is still in debate. Many people believe that calculator has adverse reaction for mathematics learning, such as students’ lack of understanding about the basic concept of mathematics. Despite this adverse reaction, many other people do believe that calculator can be used to help students constructing their knowledge on mathematics. For this reason, this article provides example of the use of calculator for developing the concept of quantitative literacy.

Keywords: calculator, quantitative literacy
Further Research

- **Can we help kids handle the syntactic challenge describing their desired app?**
  - “Make an app with a textbox, a list of six languages and a button that says “translate”. When~
  - Challenge for kids, can we make it easier?

- **Would an AI augmented app inventor platform help students create mobile applications?**
  - Can kids and AI cooperate?
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Questions