

REFERENCES

- [1] [n. d.]. A-Frame – Make WebVR. <https://aframe.io/>
- [2] [n. d.]. <https://get.webgl.org>. <https://get.webgl.org/>
- [3] [n. d.]. Learn to Code - for Free | Codecademy. <https://www.codecademy.com/>
- [4] [n. d.]. three.js - Javascript 3D library. <https://threejs.org/>
- [5] [n. d.]. Unity. <https://unity3d.com>
- [6] [n. d.]. WebVR - Bringing Virtual Reality to the Web. <https://webvr.info/>
- [7] Karen Brennan. 2018. New frameworks for studying and assessing the development of computational thinking. (08 2018).
- [8] Jorge Ferreira Franco and Roseli de Deus Lopes. 2009. Three-dimensional Digital Environments and Computer Graphics Influencing K-12 Individuals' Digital Literacy Development and Interdisciplinary Lifelong Learning. In *ACM SIGGRAPH ASIA 2009 Educators Program (SIGGRAPH ASIA '09)*. ACM, New York, NY, USA, Article 15, 8 pages. <https://doi.org/10.1145/1666611.1666626>
- [9] Soomin Kim, Wookjae Maeng, Cindy Oh, Joonmin Lee, Seo-young Lee, Jeewon Choi, Gil Whan Hwang, Guhyun Hwang, Hyunsung Kim, Joonseok Kim, and Joonhwan Lee. 2017. Immersive VR for Numerical Engagement. In *Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology (VRST '17)*. ACM, New York, NY, USA, Article 64, 2 pages. <https://doi.org/10.1145/3139131.3141207>
- [10] Colleen M. Lewis. 2010. How Programming Environment Shapes Perception, Learning and Goals: Logo vs. Scratch. In *Proceedings of the 41st ACM Technical Symposium on Computer Science Education (SIGCSE '10)*. ACM, New York, NY, USA, 346–350. <https://doi.org/10.1145/1734263.1734383>
- [11] Linda Mannila, Mia Peltomäki, and Tapio Salakoski. 2006. What about a simple language? Analyzing the difficulties in learning to program. *Computer Science Education* 16, 3 (2006), 211–227. <https://doi.org/10.1080/08993400600912384> arXiv:<https://doi.org/10.1080/08993400600912384>
- [12] Tanya Markow, Eugene Ressler, and Jean Blair. 2006. Catch That Speeding Turtle: Latching Onto Fun Graphics in CS1. *Ada Lett.* XXVI, 3 (Nov. 2006), 29–34. <https://doi.org/10.1145/1185875.1185648>
- [13] Seymour Papert. 1972. On Making a Theorem for a Child. In *Proceedings of the ACM Annual Conference - Volume 1 (ACM '72)*. ACM, New York, NY, USA, 345–349. <https://doi.org/10.1145/800193.569942>
- [14] Seymour Papert. 1980. *Mindstorms: Children, computers, and powerful ideas*. Basic Books, Inc.