Alice Franchise – A World of Creativity

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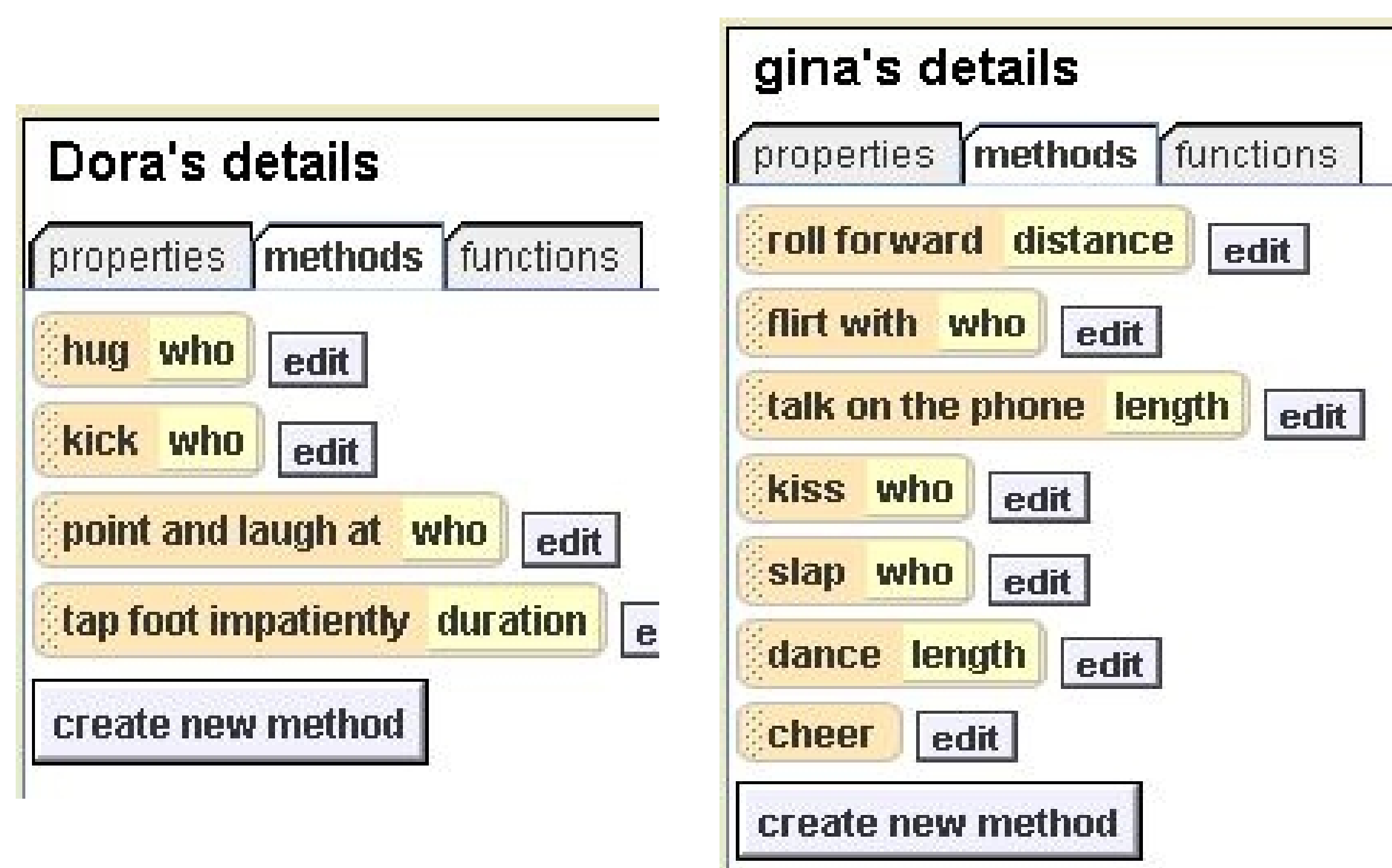
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Storytelling Alice
A Program for Any Age

Storytelling Alice is a program geared towards middle-school students. With the program, young students are encouraged to create their own 3D animations from a realistic-looking collection of characters that the program offers. It is user-friendly, allowing young ones to create their own stories with ease.
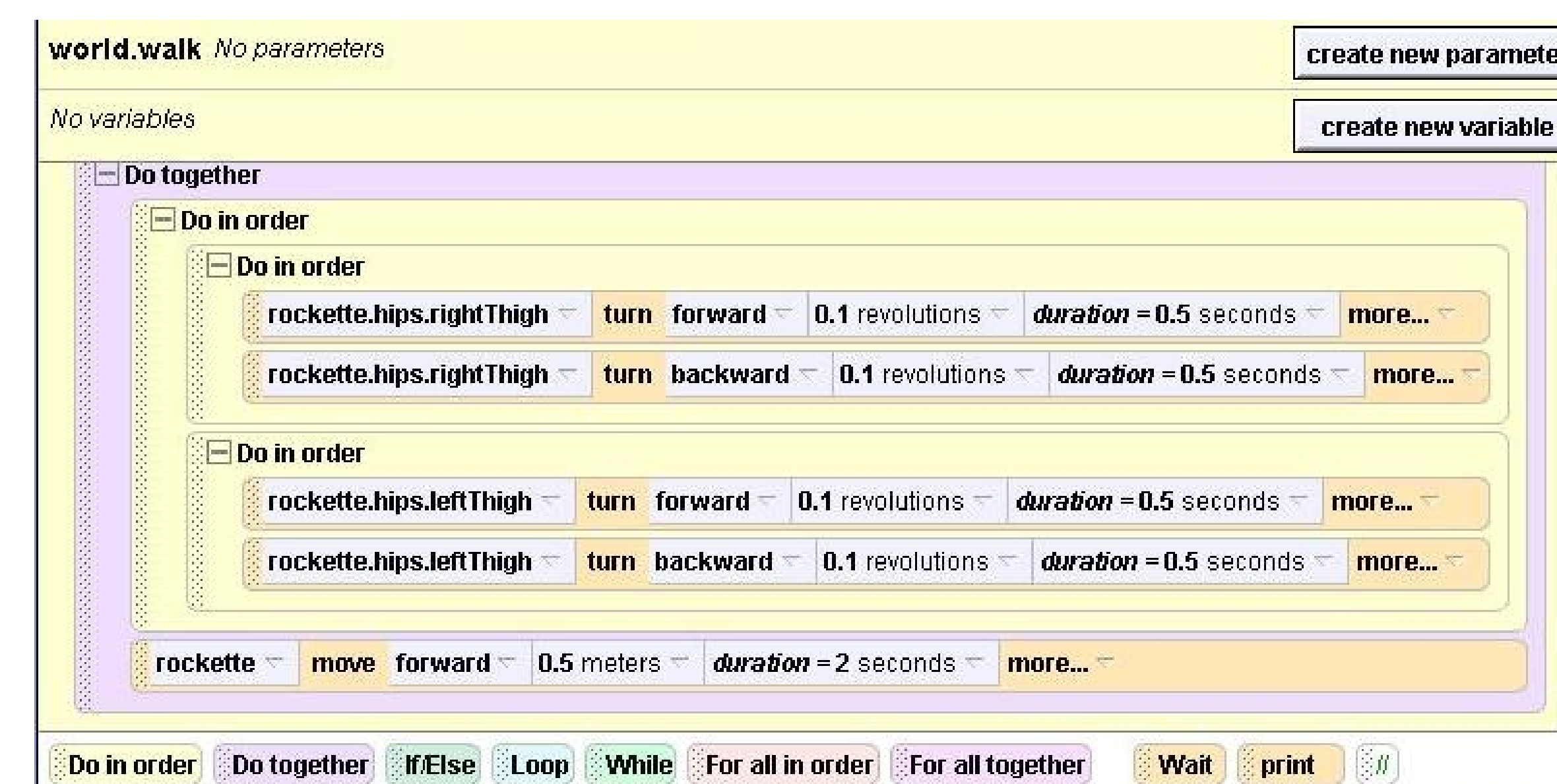

The fact that Storytelling Alice characters come with pre-built methods, like *Walk* or *Fall Down*, makes it easier for middle school students to build a world with Alice.
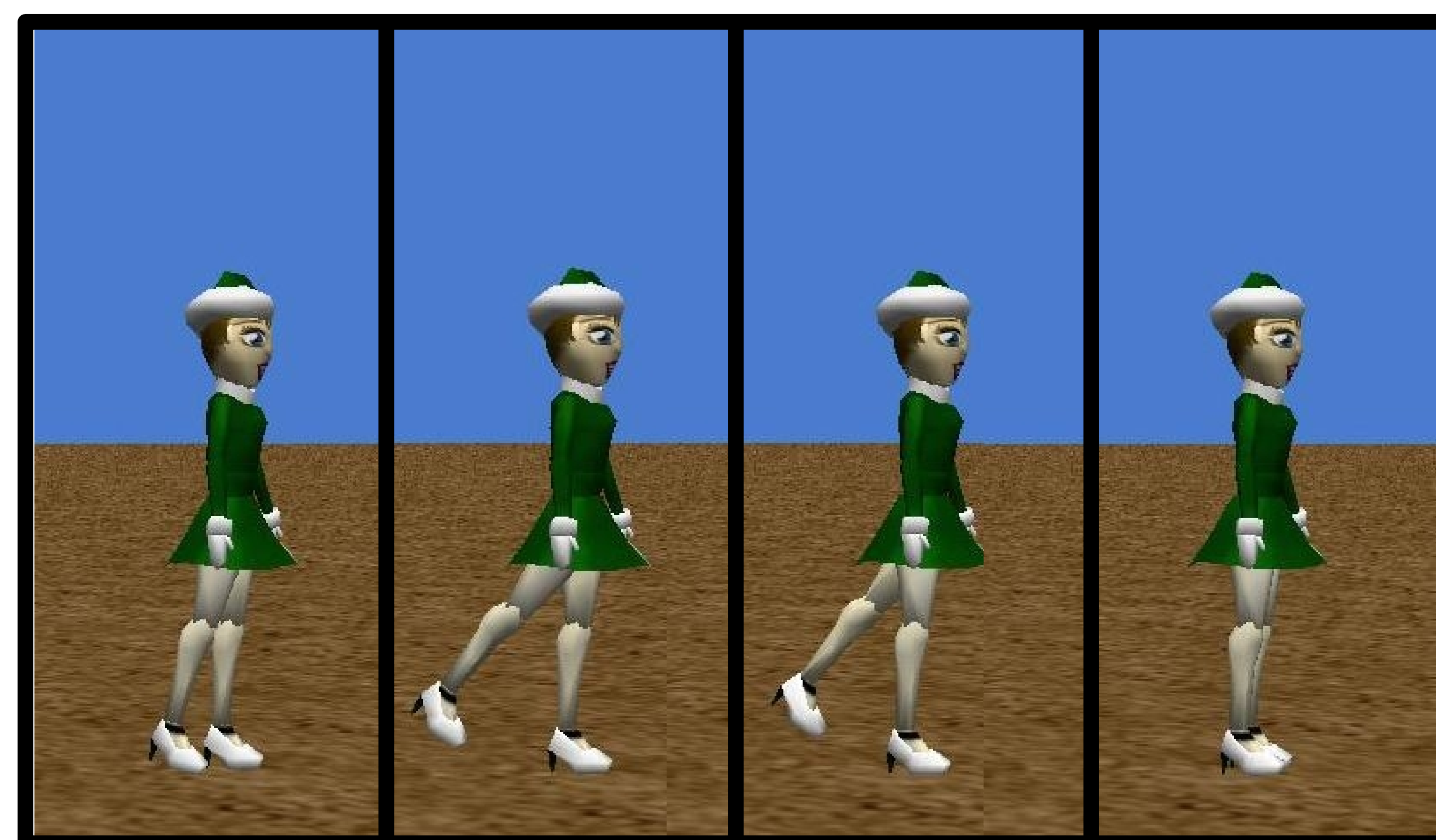

Alice 2.x
A World of Endless Possibilities

Alice 2 gives users an opportunity to be a real director of their own 3D animations or simple interactive games. With drag-and-drop interface, users freely expose their thoughts and ideas through their animations and games. With a huge collection of characters, Alice 2 brings high-school and college students to another world – the world of creativity.
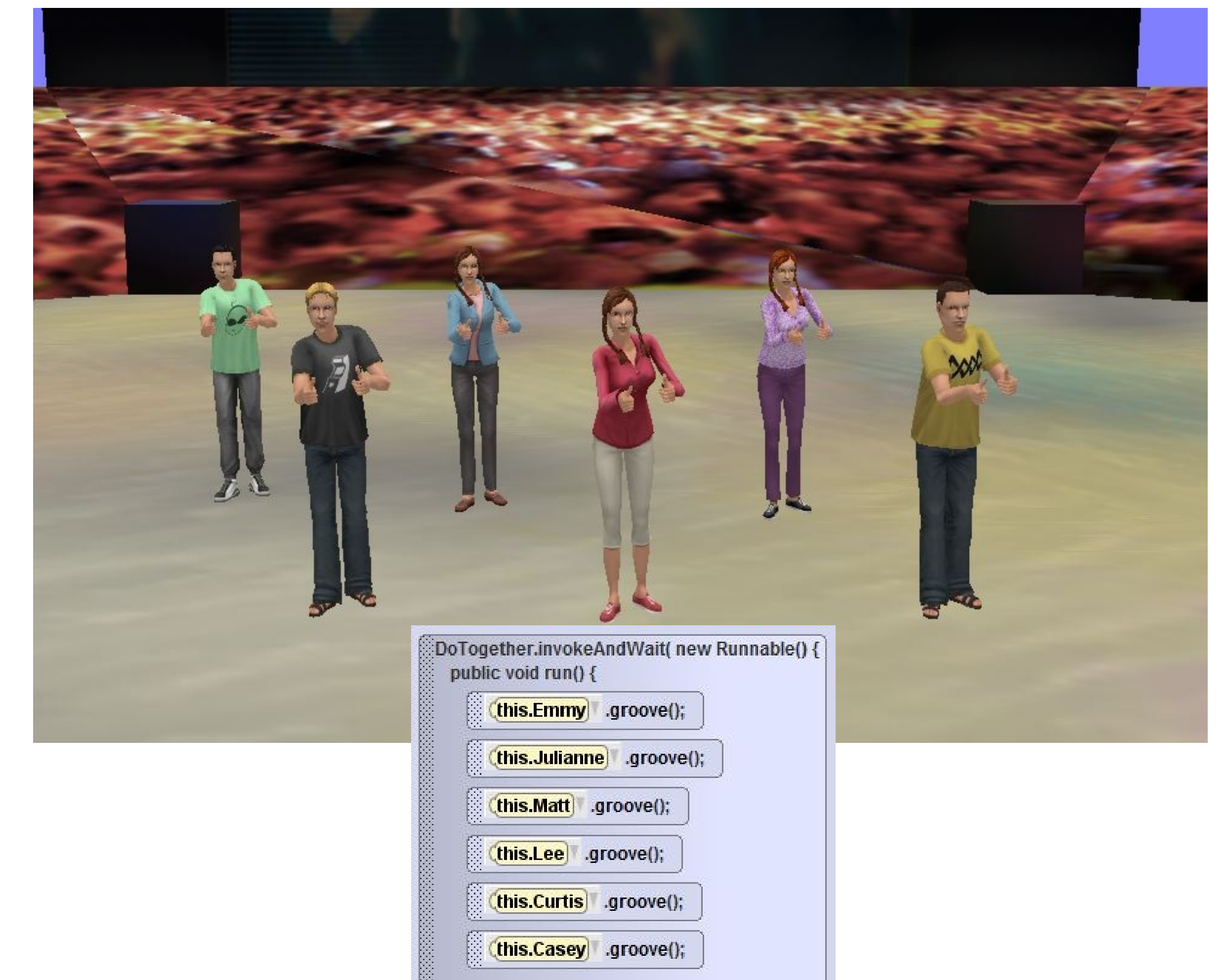

As you can see, the *Walk* method in Alice 2 needs to be built by user in detail in order to give action to a character, unlike Storytelling Alice which has this method pre-built for you.

Alice 3.0
Alice, Java, Electronic Arts – All In One Masterpiece

Alice 3.0 is the latest update version of Alice for college students and AP level high-school programs who can now program 3D animations and games with Alice and Java software. One unique feature about Alice 3 is its characters collection, which has characters taken from the Sims™ is one of the best selling PC video games of Electronic Arts. Providing students with a media rich environment that allows for sound, animating characters, and developing special effects, opens worlds of creativity for programming students. The created environment can be more personalized with chosen music files. Now, export and program an Alice project in Java in the NetBeans IDE.

Acknowledgements