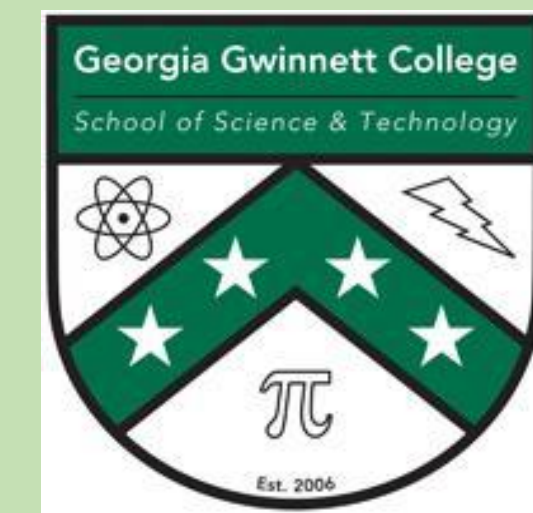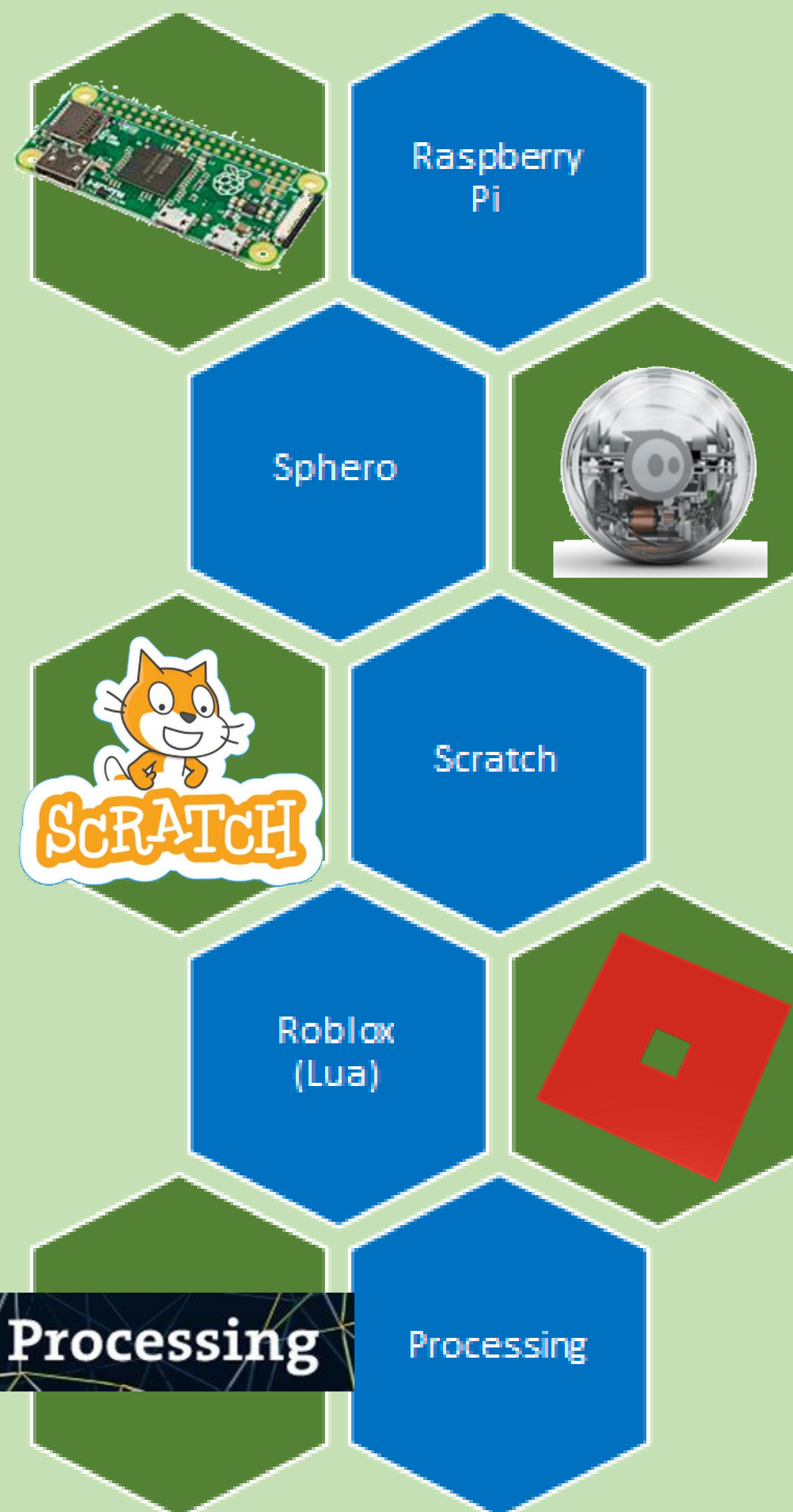# TAPS Student Club for Technology Outreach
Daniel Redder, Taylor Williams
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We are a student club offering students a unique opportunity to develop technology projects and games. Our mission is to encourage greater involvement in the technology field through innovation. All students with an interest in technology and its applications are invited to participate.

Develop a Technology Demonstration for Outreach.

Host on-campus demos/events (at least 2) every semester.

Host at least one technology workshop for the audience to learn game development or other technology.

Involve and implement various ideas and make sure everyone feels included.

Spread awareness to other students and involve them as well.

Promote creativity, expression and acceptance.

Officers

- **Daniel Redder** – President (dredder@ggc.edu)
- **James Broome** – Vice President
- **Taylor Williams** – Treasurer
- **Henry Patterson** - Secretary

Technologies

Raspberry Pi

Sphero

Scratch

Roblox (Lua)

Processing

First Development Meeting Spring 2020

Club Events

- **Spring 2020 Development Lab**
  - During our first club meeting, we split into groups, tested different technologies, and brainstormed different potential projects.
- **Fall 2020 S3**
  - We created a workshop for middle school and high school girls and taught them how to create obstacle courses using Roblox/Lua
- **Spring 2021 Raspberry Pi**
  - We hosted a workshop and demonstration of the Raspberry Pi
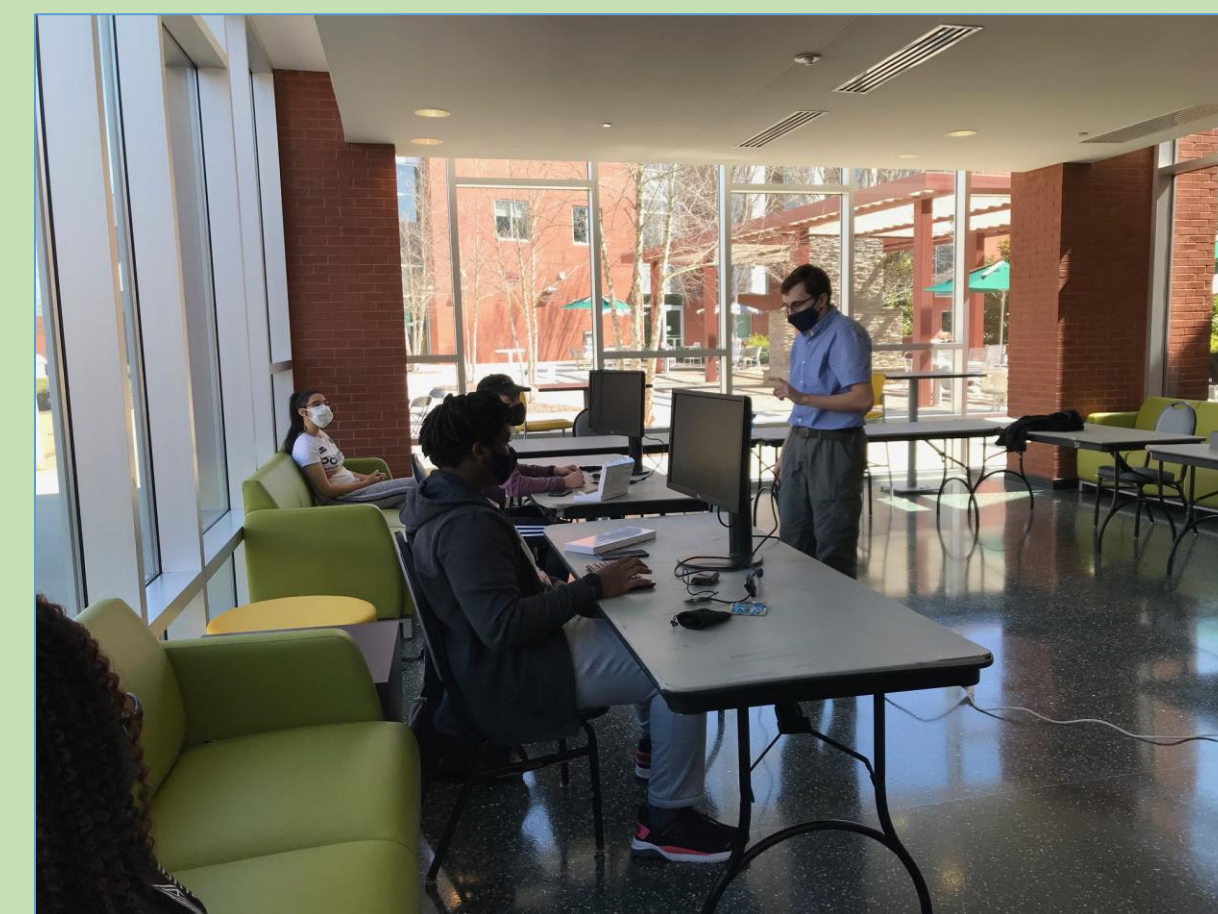
Open Development Event / Raspberry Pi Workshop Spring 2021

Roblox "Look Before you Lua" workshop for S3 Fall 2020

Approach

Fig. 1

Workshop help me become more curious about programming and IT (N-34)

0% 6%
26%
68%

■ Yes ■ Maybe ■ Not Sure ■ No

Fig. 2

Averages of Enjoyment Increase

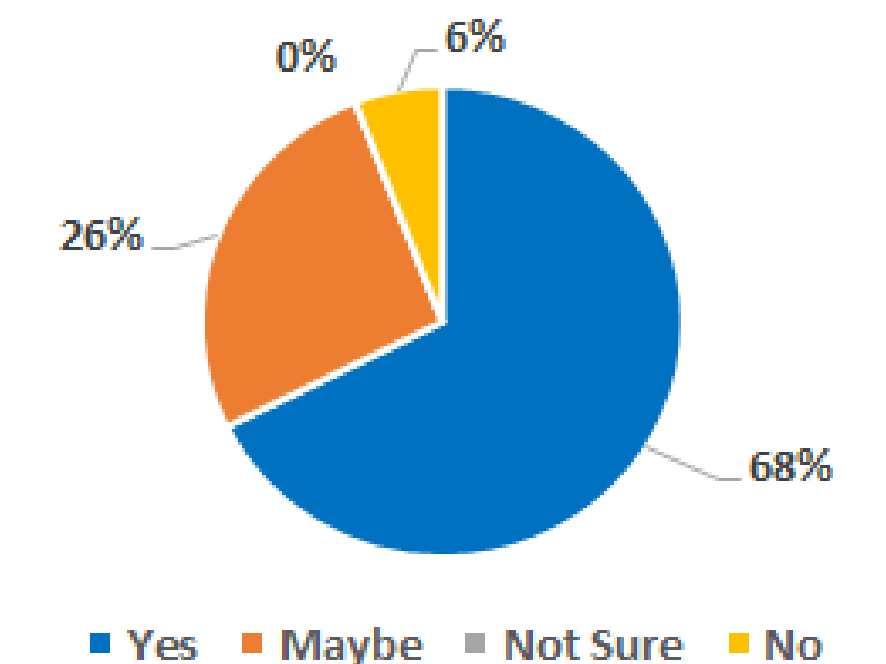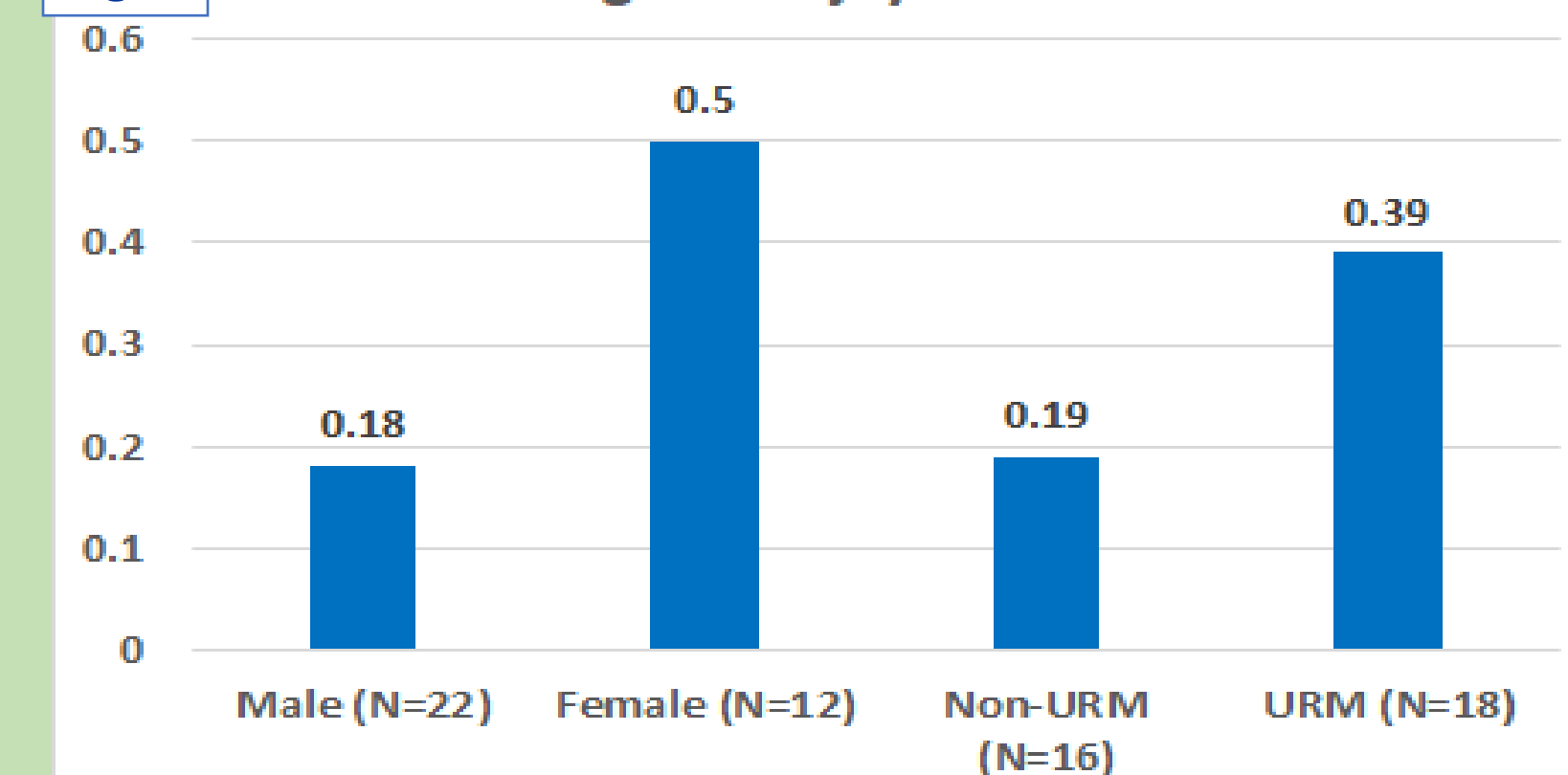|	
Male (N=22)	0.18
Female (N=12)	0.5
Non-URM (N=16)	0.19
URM (N=18)	0.39

~94% students said yes or maybe to "whether the workshop helped you become more curious about programming and IT" (see Fig. 1).

Female students' average increase of enjoyment of programming is higher than that for male students. Underrepresented Minority in IT (URM) students have a slightly higher average than the non-URM group (see Fig. 2).

Ability to edit/change a game, peer presenters, engaging presentation, creativity for game development, and learning a new technology are all highly ranked.