ROCK SPRINGS — The Sweetwater County School District No. 1 and Western Wyoming Community College have formed a collaborative learning experience where students are learning computer game programming.

The goal is to develop an articulation of curriculum that starts at the elementary level and continues to the community college level and beyond.

East Junior High Instructor Jason Rueb signed on to participate in the Scalable Game Design pilot program and so far it has been a success for the students.

Throughout the Fall 2010 semester, Rueb and Carla Hester-Croft, WWCC assistant professor of information technology, have worked together to create a program that collaborates within the two schools.

The computer science interns at WWCC have been helping with the curriculum both inside and outside the classroom at East Junior High.

Hester-Croft said, “It is beneficial for potential computer science students to learn programming concepts early on in their education and this initiative does just that. It is a way for WWCC to work along with the local school systems and give the faculty the support they need and give the students a new experience.”

A few weeks ago, Dave Webb and Krista Marshall, representatives of Scalable Game Design from University of Colorado, Boulder, came to visit the progress in Rock Springs. After talking with the school district, WWCC, and the students involved, they were impressed and extremely excited about what is happening here.

As a result of the success at EJH, local elementary and Farson schools have begun to pilot computer game programming as an extension of the program.

“Farson learned about the program here at East and wanted some more information,” said Rueb. After the presentation, they saw the positive impact this program could have on students and decided to implement game programming into their curriculum.