FIRST STEPS IN MIT APP INVENTOR

DEVELOPING AN ARTIFICIAL INTELLIGENCE CURRICULUM ADAPTED TO EUROPEAN HIGH SCHOOL

2019-1-ES01-KA201-065742

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Co-funded by the Erasmus+ Programme of the European Union

1. Introduction

App Inventor is a free, cloud-based service that allows you to make your own mobile apps using a block-based programming language. This is the main page of this software, where you can find many resources: https://appinventor.mit.edu

2. Required resources

- Computer and operating system
  - Macintosh (with Intel processor): Mac OS X 10.5 or higher
  - Windows: Windows XP, Windows Vista, Windows 7, Windows 10
  - GNU/Linux: Ubuntu 8 or higher, Debian 5 or higher (Note: GNU/Linux live development is only supported for WiFi connections between computer and Android device.)
- Browser
  - Mozilla Firefox 3.6 or higher
  - Apple Safari 5.0 or higher
  - Google Chrome 4.0 or higher
  - Microsoft Internet Explorer is not supported
- Android device (Smartphone or Tablet)

3. Start using App Inventor

To start programming with App Inventor, you should follow two main steps:

1. Understanding the interface: App Inventor consists of two main parts, the Designer and the Blocks Editor. To learn how to use them at classes, you should read carefully the contents described at this link.
2. Learning the basics: we highly recommend to carry out the beginner tutorials that can be found at link. Specifically, you should perform the four called “Hello Codi!”, “Talk to Me”, “Ball Bounce” and “Digital Doodle”

4. Documentation

There are many blocks in App Inventor but, of course, we won’t use all of them in the AI+ teaching units. What is important is that you have this link accessible in your computer, where you can find the documentation of all of them as they are required.

In addition to the basic blocks, in this link you can find a description of additional components you can use in App Inventor to build your apps. We will use some of them in our project, so save this link too in order to have it ready in case we need it.

5. Sharing Apps

During the project, we will share our App Inventor projects. To save the application file on your computer or share it with someone, go to “my projects” tab and click on “export selected project (.aia) to my computer”. This saved file can be opened in any other browser.