

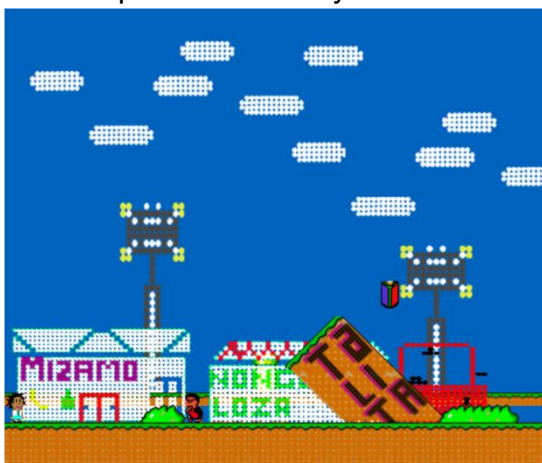
**PUBLIC LECTURE June 4<sup>th</sup>, 5.30 pm, London Knowledge Lab**

***In the code kitchen: Meaning-making and multimodality in a 'learn to code' curriculum***

**Dr Marion Walton, University of Cape Town**

Schools around the world are under pressure to replace or supplement computer literacy classes with computer programming or 'coding'. At universities, even would-be journalists are admonished to "learn to code" if they want employment in a dismal job market. Given the importance of visual languages and media in coding curricula, there is surprisingly little research on what coding means for multimodal theory.

This may be because coding is like cooking. Most of the action happens in the gap between ingredients and cooked meal, and the process remains obscure to those who only see the end product. Understanding the role of multimodality in learning to code requires a look beyond the finished digital artefact. We need to make sense of



the relationship between source code, software and the internal seams of digital media.

I present a low cost media literacy coding curriculum presented collaboratively with Bhavana Harrilal. We emphasised tangible programming, web-making, visual design, FOSS development processes, mobile compatibility and game design and development. This approach proved valuable not only for the design and production of a browser game but for the

insights it provided into the representational and conceptual processes at work as young people took on apprentice roles as programmers and digital designers in our coding kitchen.

The event is free, but tickets need to be booked via the **MODE website** - <http://mode.ioe.ac.uk> - or contact Naomi Buneman on [MODE@ioe.ac.uk](mailto:MODE@ioe.ac.uk)