Scratch (scratch.mit.edu) is a programming environment that enables users to easily construct a wide variety of interactive projects - including stories, games, art, and simulations - and share these creations with an online community.

(Malone et al., 2004; Malone et al., 2008)

ScratchEd will be launched in June 2009. We are adopting a mixed-methods approach to studying the online community, using quantitative methods for determining usage patterns and qualitative methods (surveys, interviews) for understanding member experiences.

http://scratched.media.mit.edu

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