CERN Accelerating Science

On Sunday 26 February, CERN hosted the latest version of Devoxx4kids, a series of computing, robotics and electronics workshops for teenagers. Game servers The occasion was organised within the context of the VoxxedDays CERN builders convention, held at CERN the earlier day.

Various workshops - "Minis" for the 4-6 year-olds, "Kids" for the 7-10 year-olds and "Teens" for the 11-15 12 months-olds - gave the kids an perception into programming and electronics by robots and video games. About 70 youngsters came alongside and were in a position to exhibit to their mother and father how they had managed to programme a NAO robot to have a converstation with them or a Thymio robotic to follow a path on a map, or how they had altered the well-known Minecraft sport or developed an interactive quiz on a computer using Scratch.

Devoxx4Kids was established in Antwerp, Belgium, on the fringes of the properly-established Devoxx conference for Java programmers. Since its establishment, Devoxx4kids has brought smiles to 1000's of children's faces in 22 international locations. Run by a team of volunteers headed by Xavier Bourguignon, the Swiss version of the convention is now into its eighth 12 months. "Bringing Devoxx4kids to CERN and having it in the Globe is a dream come true!" says Xavier. Organising workshops in one of the high temples of science, where the net was born, sends out a strong sign to the children (and their dad and mom). I hope Devoxx4kids will usually come back to CERN in the future."

Joao Silva, organiser of Voxxed Days CERN and CERN coordinator of Devoxx4kids provides: "The goal of the workshops is to stimulate curiosity and the imagination, and to show what can be completed with science and expertise. These workshops lead the kids to discover that, by means of video games, they can be the creators of tomorrow. Schooling is one among CERN's core missions, so hosting an occasion like Devoxx4kids right here is entirely in step with our work.