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Coding is a big deal right now, learning basic computer programming isn't just a smart idea, it's an essential skill for grown-ups and children. Teaching kids to code and build simple websites and games will help them to refine their design, logic and problem-solving abilities. It will also allow them to express their ideas and creativity in a unique way.

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Processing makes prototyping visual apps a breeze. With its easy to use programming constructs and some mathematics, building a simple game is a lot easier than one may think. In this article, Toptal Freelance Software Engineer Oguz Gelal provides a step-by-step Processing tutorial showing how to build a game and...

~~Processing Tutorial: Building a Simple Game | Toptal~~

Game programming is one common example of event driven programming. A game is a closed, i.e., complete and self sufficient formal system that represents a subset of reality. A game is a perfect combination of actions-reactions or event-responses where every response is based on the most-recently occurred event.

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~~Game Programming in C For Beginners CodeProject~~

Getting started in game development is easy. If you can code, you can develop games. It takes a few tools and some time, but it's a useful skill, even for app developers. Knowing how to develop games, even simple ones, can build your skill set. It can also provide a useful way to present business apps to your clients.

~~How to Get Started in Game Development Simple Programmer~~

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Courtesy of @JEG2 Git Games. The git-game is a terminal based game that teaches cool features of the git scm (source control management) system. The theme of the game is a scavanger hunt. Using git's commands you find clues that will help you solve the "puzzle".

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