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Switch from Playing Games to Creating Games

“Half the fun of computer programming is making programs do anything you want.”

ROCHESTER, MN – July 31, 2013 – More than half a billion people worldwide play computer and video games at least an hour a day. The average young person racks up 10,000 hours of gaming by the age of 21. Five million gamers in the U.S. spend more than 40 hours a week playing games.¹ Annette Godtland believes that creating your own computer games can give you challenges, enjoyment, and satisfaction similar to playing many computer games. But creating your own computer games will give you more to show for your efforts.

Similar to playing games, programming teaches you to think logically and systematically. It teaches you planning skills and problem solving skills. Programming a computer gives you power and control: a program will do exactly what you program it to do. Programming also teaches you to be precise and clear in your instructions: a program will do exactly what you program it to do, whether that is what you intended or not.

Annette Godtland's new book, *Do-It-Yourself Java Games: An Introduction to Java Computer Programming*, uses a unique “discovery learning” approach to teach computer programming. Annette feels the reader will come to understand Java programming techniques more by doing Java programming than by reading about how to use them. Through extensive use of fill-in blanks, with easy one-click access to answers, the reader will be guided to write complete programs himself, starting with the first lesson. He will create puzzle and game programs like Choose an Adventure, Secret Code, Hangman, Crazy Eights, and many more. He will discover how, when, and why Java programs are written the way they are.

Annette hopes young and old alike will enjoy the programming discoveries, the puzzle and game programs they create, and the satisfaction of doing it themselves.

About the Book – *Do-It-Yourself Java Games: An Introduction to Java Computer Programming* was published as a Kindle book on December 10, 2013 by Godtland Software Corporation and may be purchased at www.amazon.com.

About the Author – Annette Godtland is a Java programmer, an author and publisher, and the CEO of Godtland Software Corporation. Annette also wrote the book *This Little Program Went to Market: Create, Deploy, Distribute, Sell, and Market Software and More on the Internet at Little or No Cost to You*. Read more about Annette's books and software at www.godtlandsoftware.com.

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¹**We spend 3 billion hours a week as a planet playing videogames. Is it worth it? How could it be MORE worth it?** Jane McGonigal, Game Designer & Inventor, Institute for the Future
http://www.ted.com/conversations/44/we_spend_3_billion_hours_a_wee.html