

1. Record Nr.	UNINA9910165134203321
Autore	Gonzales Andrea
Titolo	Girl code : Gaming, going viral, and getting it done. // Andrea Gonzales
Pubbl/distr/stampa	HarperCollins
ISBN	0-06-266162-0
Edizione	[Unabridged.]
Descrizione fisica	1 online resource (4 audio files) : digital
Classificazione	YAN006140YAN013030YAN055030
Soggetti	Young Adult Nonfiction Biography & Autobiography Computer Technology Technology
Lingua di pubblicazione	Inglese
Formato	Audiolibro
Livello bibliografico	Monografia
Sommario/riassunto	A New York Public Library Best Book of 2017 Perfect for aspiring coders everywhere, Girl Code is the story of two teenage tech phenoms who met at Girls Who Code summer camp, teamed up to create a viral video game, and ended up becoming world famous. The book also includes bonus content to help you start coding! Fans of funny and inspiring books like Maya Van Wagenen's Popular and Caroline Paul's Gutsy Girl will love hearing about Andrea "Andy" Gonzales and Sophie Houser's journey from average teens to powerhouses. Through the success of their video game, Andy and Sophie got unprecedented access to some of the biggest start-ups and tech companies, and now they're sharing what they've seen. Their video game and their commitment to inspiring young women have been covered by the Huffington Post, BuzzFeed, CNN, Teen Vogue, Jezebel, the Today show, and many more. Get ready for an inside look at the tech industry, the true power of coding, and some of the amazing women who are shaping the world. Andy and Sophie reveal not only what they've learned about opportunities in science and technology but also the true value of discovering your own voice and creativity. A Junior Library Guild selection A Children's Book Council Best STEM Trade Book for

