



What is CodeCombat?

CodeCombat is a game that teaches programming to learners as young as 6. Our Courses are currently available in Python and JavaScript, with Java coming soon!

Our Story

Access to programming knowledge is often gated to those with the resources, privilege, and time to seek it out. Many programmers over the years have been self-taught, and computer science teachers are scarce, and coding just hasn't been an engaging experience. People are interested in technology but are discouraged by the steep learning curve, thinking it isn't for them. How many times have you heard "Oh, I'm not good with technology"?

CodeCombat solves this! It's a real game that teaches learners of all ages to code by playing through levels and quickly mastering programming concepts. It's not just gamification with bells and whistles, it's democratizing learning to code by making the process more accessible and engaging than ever before.

Real game, real coding

Most importantly, CodeCombat uses typed code, not drag-and-drop blocks. We believe that getting students to real typed code as quickly as possible is critical to learning essential computer science concepts. It also allows far more creativity and flexibility - students are free to solve problems however they see fit.

How do we achieve this? We've built world-class technology that allows us to analyze typed code in real-time, and a robust auto-completing and hinting system that helps beginner and advanced students alike write proper, valid code.

Our open-source roots

We've been open source since January 2014, and thanks to hundreds of contributors, CodeCombat is improving all the time based on community requests. We have passionate community members working on everything from building levels, to fixing bugs, to localization (we're already available in over 50 languages!).

Check out our [GitHub project](#) for more information.

CodeCombat is for teachers too!

Empowering teachers to use CodeCombat in their classrooms has been one of our key focuses, and we're proud to introduce our Courses platform that provides all teachers, even those who

have no prior experience with programming, with a class-in-a-box solution that will span a semester's worth of content by the start of Fall 2016. We've built course guides, wikis and more to support teachers around the world who are blazing the trail in their schools with computer science curriculum.

"CodeCombat is without question, the most engaging platform for learning programming languages. CodeCombat motivates elementary students to learn and TYPE code!" -- *Jonathan P., Elementary Computers Teacher.*

"CodeCombat is so accessible in regards to their levels of understanding that it's definitely the most engaging playform for coding that we have encountered. " -- *Mesel Emmanuel, Coding Instructor, ClickIT Academy/London.*

"My girls, who were apprehensive about taking an introduction to coding class, are some of my top students. They work together and explain the code to each other to make sure each understands. When they told me that it wasn't as hard as they thought it was going to be, I knew I had them." -- *Darlease Montiero, Technology Coordinator, Global Learning Charter Public School*

Get in touch:

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