



Appendix:

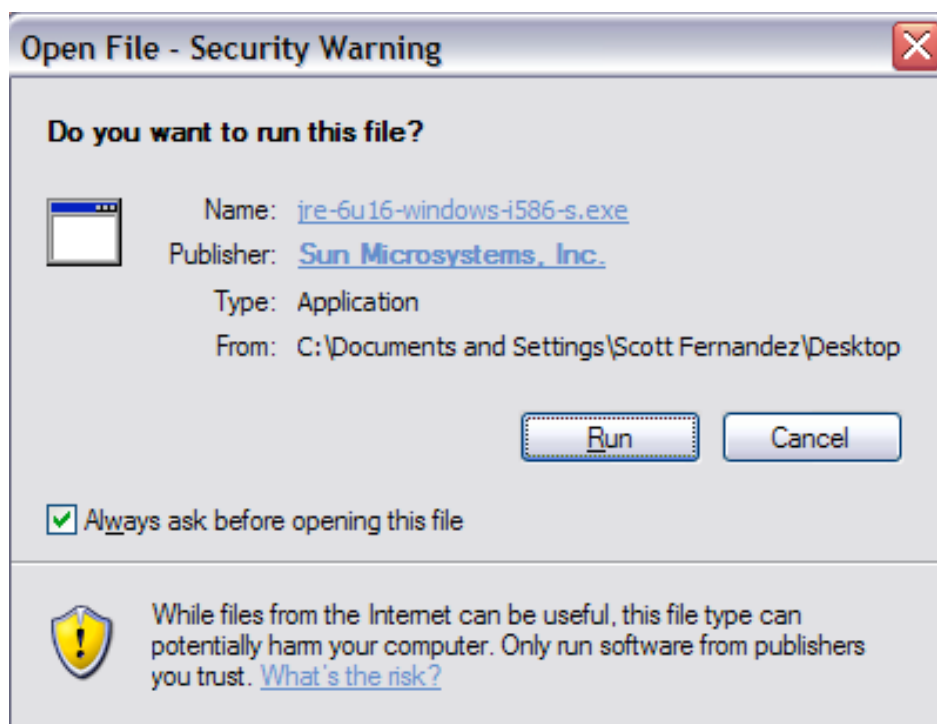
Getting Ready for Storytelling

In order to get you set-up to make your own stories (or mini-movies) with *Storytelling Alice*, we first have to install it. We present the steps to install *Storytelling Alice* below.

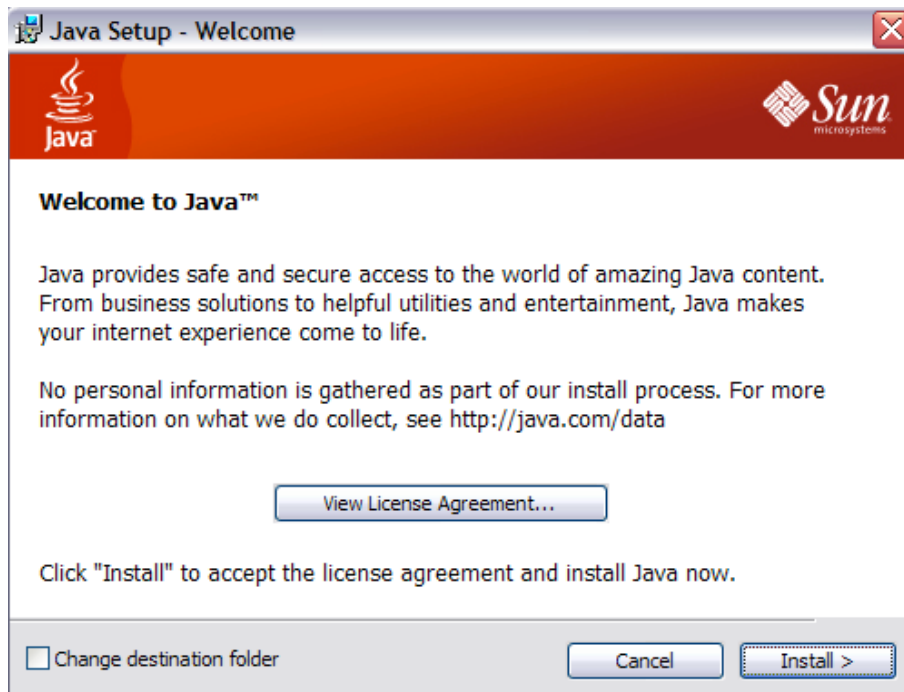
Installing Java

Note: This is unnecessary if an up-to-date Java run-time environment is already installed.

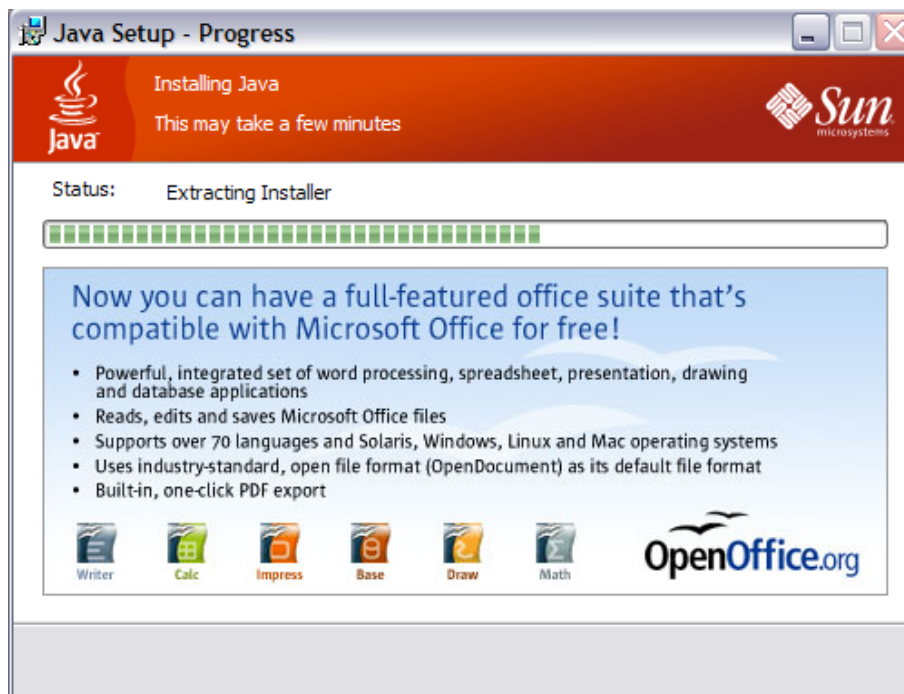
1. Go to the following link and download the file:
<http://javadl.sun.com/webapps/download/AutoDL?BundleId=33889>.
If possible, *look for where the file will be saved to* and click on 'Ok' or 'Save File'. If you cannot find file, look on your Desktop or in a Downloads file. (You will need this file for Step 2.)
2. Double-click on the file, and click 'Run' if the message box below pops up on your display.



3. Click 'Install'.



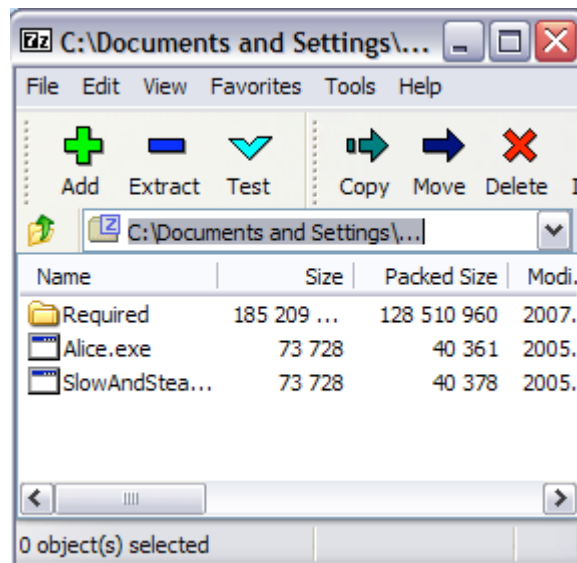
4. Wait for the installation to complete and then click 'Close'. (Below is a snapshot of the installation in progress.)



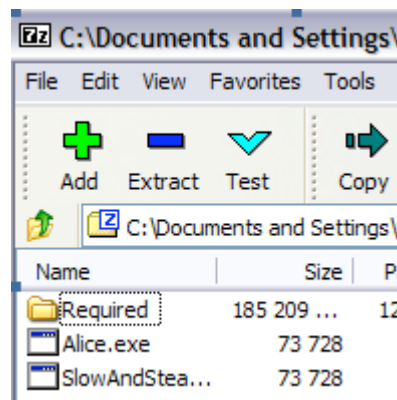
The above step installs Java. And now that we have Java, let's get *Storytelling Alice!*

Installing Storytelling Alice

1. Go to the following web site to download *Storytelling Alice*:
<http://www.alice.org/kelleher/storytelling/StorytellingAlice.zip>
2. Locate where the StorytellingAlice.zip file was downloaded. (It should be in the same place that the Java file was downloaded to.)
3. Double-click on the StorytellingAlice.zip file. The window below should appear. (If the window does not appear, you likely do *not* have file unpacking software installed, such as WinZip, which can be downloaded from <http://www.winzip.com/>.)



4. Click on the Extract button, i.e.,  , shown below.



5. Now that *Storytelling Alice* is installed, we recommend that you start with *Lesson 1: Playing with Storytelling Alice*.