

Forum:[Hack Forums](#)

Thread: [Wanting to start learning coding for my 11 year old, where to start?](#)

TheMedigator - November 11, 2021, 6:36 am

Hey everyone!

Hope you're doing well!

So my 11 year old is really getting into his coding now and really enjoys game design (Mainly roblox studio, Unreal engine and unity I think)

I've got little to no experience in coding but would love to learn so I can help him on his journey, not to mention it's something I've always wanted to do myself anyways.. Problem is I never know where to start... I go to start and just get overwhelmed by all the different stuff and not knowing what to do.

Only thing I've really done is basic java when running a Runescape server.

Happy to look at both free and paid services.

Thanks in advanced!

Sajuuk - November 11, 2021, 7:53 am

IIRC Roblox is mainly Lua. Idk about the methods used in Roblox, but for the Homeworld series gamerule scripting is fairly straightforward. Lua itself isn't too complex, at least compared to other scripting languages used for similar purposes.

Importing/editing 3D elements can be done with Blender (if they're willing to go that far at 11). Unsure about engine modifications for Roblox.

TheMedigator - November 11, 2021, 7:56 am

(Nov 11, 2021 08:53 AM)Sajuuk Wrote: [\[CITE\]](#) IIRC Roblox is mainly Lua. Idk about the methods used in Roblox, but for the Homeworld series gamerule scripting is fairly straightforward. Lua itself isn't too complex, at least compared to other scripting languages used for similar purposes.

Importing/editing 3D elements can be done with Blender (if they're willing to go that far at 11). Unsure about engine modifications for Roblox.

We're looking at any kind of game design outside of roblox at this stage, what coding language do you think would be most beneficial in general for for future life such as getting an it based job.

Just looking for a stepping stone in general!

Really appreciate the reply thanks! :)

Sierra-117 - November 11, 2021, 3:03 pm

(Nov 11, 2021 08:56 AM)TheMedigator Wrote: [\[CITE\]](#) We're looking at any kind of game design outside of roblox at this stage, what coding language do you think would be most beneficial in general for for future life such as getting an it based job.

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Really appreciate the reply thanks! :)

I would suggest taking a look at Python as a beginner language, as it is both widely used, easy to understand and teaches all the important concepts. You can look at something like this site: <https://www.tynker.com/courses/python-1-jungle-run-adventure> which is geared for children (it says 12 and older but I'm sure an 11 year old with interest will be fine!)

In general when tutoring kids/teaching them I've found the best way to make them learn is for it to be fun, as well as there be very tangible rewards of what's happening. This course seems to cover both bases pretty well. Jumping from there you can get a simple python book perhaps or start working on your own games with them.

Best of luck!

TheMedigator - November 12, 2021, 4:15 am

(Nov 11, 2021 04:03 PM)Sierra-117 Wrote: [\[CITE\]](#) I would suggest taking a look at Python as a beginner language, as it is both widely used, easy to understand and teaches all the important concepts. You can look at something like this site: <https://www.tynker.com/courses/python-1-jungle-run-adventure> which is geared for children (it says 12 and older but I'm sure an 11 year old with interest will be fine!)

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Best of luck!

Looks great thanks! :) Gonna have a chat with him tonight

Sajuuk - November 12, 2021, 8:42 am

(Nov 11, 2021 08:56 AM)TheMedigator Wrote: [\[CITE\]](#) We're looking at any kind of game design outside of roblox at this stage, what coding language do you think would be most beneficial in general for for future life such as getting an it based job.

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Really appreciate the reply thanks! :)

Idk what happened to the post I put in last night.

I side with Sierra on that note: Python. Given I came from C and C++, Python shares enough similar syntax to make it easier to switch between the two.

As for making a career, still Python. I started as a skid using nothing but Batch and VBScript back in 2009. Sometime in 2012 I recall reading of Python but never gave it a go until 2016. I began learning C++ in 2013, C in 2016. My learning path has been ass-backwards compared to a majority of other people in my position, but after all that going back and forth I still argue for most everyone that Python is the best overall language to start with regardless of what they plan to move to.

elusive - February 4, 2022, 6:19 pm

Heres my advice

I would start learning Python and start making small games, you can find tutorials on how to get started making games on Youtube & articles online.

After, I would learn C# and get a Unity subscription, Unity uses C# and there's lots of tutorials online :)

njyggxx - June 11, 2024, 11:57 pm

Well try coursera there's a lot you could learn there

Biggy_Asian - October 9, 2024, 7:53 am

(Nov 11, 2021 08:56 AM)TheMedigator Wrote: [\[CITE\]](#) We're looking at any kind of game design outside of Roblox at this stage, what coding language do you think would be most beneficial in general for future life such as getting an IT based job.

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Really appreciate the reply thanks! :)

Recommend going to Unreal as Unity is decent but not as good as Unreal however you do need some good specs depending on what your graphics are gonna look like. If you want to go to UE (Unreal Engine) then hop onto C++ however if you're using Unity go and hop onto C#.

You can't just get a job however friend it's not like that.

There's different kind of jobs like Game development has the programmers, artists, 3D modelers, sound designers etc same for IT and every other computer/technical job. Depending on what skills your son has like language, engine etc it may differ what jobs he may get but don't think it's the end of the world. There's a lot of opportunities in the tech world.

PS: Different engines will use different languages. UE uses C++, Unity uses C# etc.

Edit:

Forgot to mention LUA and Python are pretty similar. Your son should have little issue hopping between given some syntax issues but a lot of it is the same. You can also make games with Py too using PyGame (made a hungry snake game once) <https://realpython.com/pygame-a-primer/>

GL

WingRust - October 9, 2024, 9:09 am

(Oct 9, 2024 07:53 AM)Biggy_Asian Wrote: [\[CITE\]](#) Recommend going to Unreal as Unity is decent but not as good as Unreal however you do need some good specs depending on what your graphics are gonna look like. If you want to go to UE (Unreal Engine) then hop onto C++ however if you're using Unity go and hop onto C#.

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You can argue which is best out of Unreal and Unity till Your blue in the face, some people prefer Unity like me, so why not learn them both and then get the actual end user to decide which is best, also if you had read the thread LUA has already been mentioned and so has Python, I would also suggest exporting your code and then reimporting it instead of copying and pasting it, so much can go wrong with this method and certain required libraries may not be imported as you found out... Still I'm glad you fixed it.

I also don't agree with all the different kinds of jobs, I've had several apps on both stores and I've done everything myself, research, development, coding, UI, graphics, animations, blender, sounds FX and everything else that goes with being an indie dev. The only thing I was crap at and still am is marketing as I don't do too well with people. Still fuck it, I got there, I made a bit of pocket money and I am proud of myself for my achievements. I wouldn't tell someone they can't do something until they have tried. You never know the kid might be a genius. So give him some credit.

ReJex - October 9, 2024, 9:36 am

(Nov 11, 2021 07:36 AM)TheMedigator Wrote: [\[CITE\]](#) Hey everyone!

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Thanks in advanced!

Would you like to participate in online CS50 courses with me? Completely free! I need to meet more like minded people. I also take HackTheBox academy courses.

TheGoldenRelik - October 11, 2024, 2:15 am

Hi there! Congrats on your kid's interest in coding and game design!

I totally feel you, though. As a parent, it can be overwhelming with all the options out there. I've been there myself, trying to decide between free and paid resources.

Firstly, kudos to you for wanting to learn and help your kid! That's awesome.

For beginners, I'd recommend starting with some online tutorials or courses that cover the basics of coding and game development. Some popular ones include:

- Codecademy (free and paid options)

- Udemy (warez disallowed) (paid courses)

- * YouTube tutorials by channels like Brackeys, GameDev.tv, and The Cherno

For Roblox Studio specifically, there are some great resources on the official Roblox forums and YouTube channels.

They have a lot of beginner-friendly tutorials and guides.

If you're interested in learning more about Unity or Unreal Engine, I'd suggest checking out their official documentation, tutorials, and online courses.

As for getting started with coding, I'd recommend starting with something like Scratch (free) or Code.org (free).

These platforms are designed to be easy to use and introduce you to the basics of coding in a fun way.

Lastly, don't worry if you don't know where to start. You can always ask your kid for help or advice, or join

online communities like this one to connect with other parents who are learning alongside you.

Remember, the most important thing is to have fun and be patient with yourself (and your kid!).

Good luck on this

coding journey!

TheMedigator - October 13, 2024, 6:43 pm

Just seen the new replies! This was posted a few years ago and my son has just turned 14 last month! He's been designing a zombie survival game with his friend and still has a love for coding for anyone who was wondering the outcome!

Appreciate all the replies even years later! :)

boost - October 13, 2024, 7:09 pm

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That's awesome haha

i was around 14 when i found out about hf