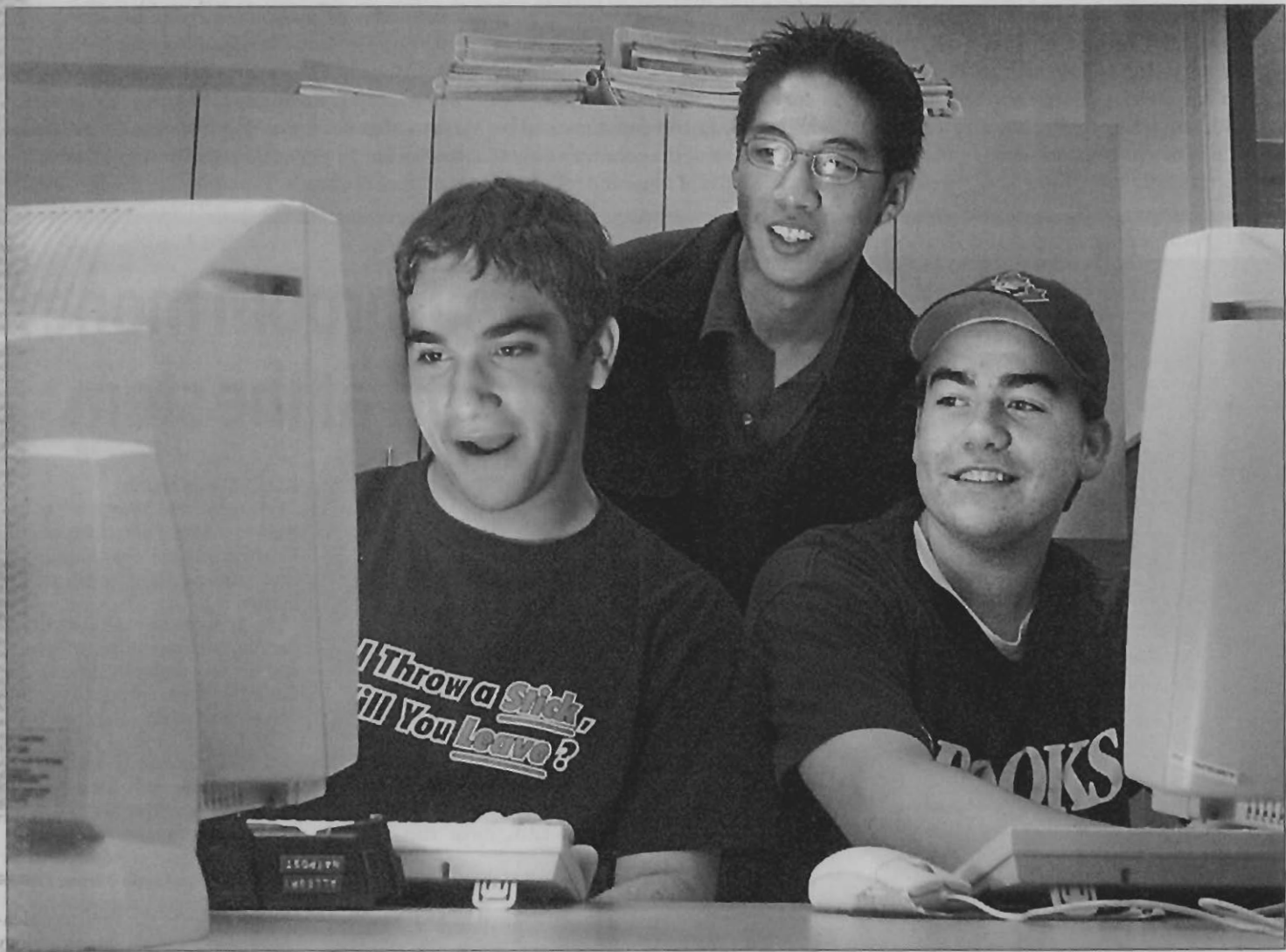


## eWORLD



CARLO ALLEGRI / NATIONAL POST

Students Cary Walkin, 12, left, and Ross Vaga, 16, use computers in Branksome hall as instructor Rene Liaw looks on.

## UN rules against alleged cybersquatters

### DOMAIN NAMES

GENEVA • French actor Alain Delon, KLM airlines, Nintendo, Suzuki Motor Corp. and EMI Group have won their cases against alleged cybersquatters, the United Nations trademark and copyright protection agency said yesterday.

Independent arbitrators named by the United Nations' World Intellectual Property Organization (WIPO) ordered contested domain names transferred to the complainants after finding the other parties had no legitimate claim, it added.

The latest batch of decisions coincided with the end of a two-day meeting in Geneva hosted by WIPO, in which 250 private sector experts took part.

Yves Fortier, president of the London Court of International Arbitration, said arbitrators had to adapt traditional notions of "assets" or "value" to cyberspace.

"Whether the question is the protection of domain names, transactional security, the establishment and use of crypto-secured digital identities or any other issue arising in the context of electronic commercial transactions, the need for efficient and effective dispute resolution cannot be overstated," he said in a keynote address.

Reuters

In a computer camp that turns young video game addicts into programmers, there is not a female student to be seen

# Video game on!

BY PETER BRIEGER

**G**reta Golick's son is a video game addict. While 11-year-old Robert's fascination with Pokémon isn't a huge worry for his mom, the advertisement promising to turn video game addicts into computer programmers caught Ms. Golick's eye.

"It seemed like the logical next step," she said. "I wanted him to channel (his love for video games) into something educational." So she enrolled her son in Real Programming 4 Kids.

The computer camp, based in Winnipeg and Toronto, teaches kids the basics of programming languages while they learn to build video games such as Frogger and 3D Asteroids.

"I thought people would rather learn how to create Street Fighter than learn algebra," Elliott Bay, Real Programming's president and a former math tutor, said. "But I don't think a lot of people realize that video games are actually based on mathematics."

Students between Grades 4 and 12 learn either Visual Basic, Java or C++ game programming depending on their age and skill level.

"The courses aren't for everyone," Mr. Bay admits. "Our kids tend to be good at math. They're

not Einstein, but they all love video games."

Robert Golick figures he might use what he has learned to land a computer programming job down the road, while 16-year-old Ross Vaga takes the classes because he likes "making stuff."

"[The students] are usually building on what they learned in previous classes because that is the nature of programming," said Bobb Burgess, the camp's 38-year-old co-founder. "To make a game you could actually sell

### "THEY ARE NOT EINSTEIN, BUT THEY ALL LOVE MATH"

might take a couple of years. But we can create something where you can shoot each other in the first class."

Real Programming 4 Kids was born in Winnipeg seven years ago when the computer programmer teamed up with Mr. Bay, who was a childhood friend, to provide another option to public school computer programs.

The two partners now charge between \$26 and \$34 an hour for the program which employs 14 instructors - classes are restricted to four students for one teacher.

The youthful instructors, who are expected to have a programming background, must pass an interview and course training.

"But most importantly we look for characters," Mr. Bay laughed. "We asked one guy why we should hire him and he said: 'Because I'm immature so I can relate to the kids.' We wanted him right away."

Last weekend, you could find teacher Rene Liaw scrawling on a marker board to help his students make sense of it all.

"It's not just about games," said the 20-year-old computer science and economics major. "They're learning stuff that is taught in university, but it's even more hands on."

"In university, they expect you to know a lot of this, but many people don't know that so they get blown away."

At last weekend's session, about 16 boys - some with parents in tow - filtered into the basement computer lab of Branksome Hall, a private girls' school in downtown Toronto.

Ironically, there was not a female student to be found, something Mr. Bay believes to be a function of the curriculum.

"I think it's the video games," he said. "Boys tend to be the ones playing these games, but our doors are open to girls."

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