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the video games textbook takes the history of video games to the next level coverage includes every major video game console handheld system and game changing personal computer as well as a look at the business technology and people behind the games chapters feature objectives and key terms illustrative timelines color images and graphs in addition to the technical specifications and key titles for each platform every chapter is a journey into a different segment of gaming where readers emerge with a clear picture of how video games evolved why the platforms succeeded or failed and the impact they had on the industry and culture written to capture the attention and interest of students from around the world this newly revised third edition also serves as a go to handbook for any video game enthusiast this edition introduces new content in each chapter including coverage of adaptive gaming technology cloud gaming influential industry professionals hardware innovations and significant gaming milestones from classic systems to playstation 5 pro nintendo switch 2 and the latest xbox platforms also included for download is a practical document providing directions and links to play many of the video games mentioned throughout the textbook which can be found at routledge.com/9781032972596 comprehensive instructor resources educators will benefit from an extensive suite of teaching materials including a customizable syllabus template with a curated list of supplementary videos to enhance classroom instruction a completely updated test bank specifically designed for this third edition featuring new questions that reflect the latest content these instructor resources found at routledge.com/9781032972596 ensure seamless integration of the textbook into any gaming curriculum while providing students with engaging hands on learning experiences

movable books are an innovative area of children s publishing commonly equated with spectacular pop ups movable books have a little known history as interactive narrative media since they are hybrid artifacts consisting of words images and movable components they cross the borders between story toy and game interactive books is a historical and comparative study of early movable books in relation to the children who engage with them jacqueline reid walsh focuses on the period movable books became

connected with children from the mid 17th to the early 19th centuries in particular she examines turn up books paper doll books and related hybrid experiments like toy theaters and paignion or domestic play set produced between 1650 and 1830 despite being popular in their own time these artifacts are little known today this study draws attention to a gap in our knowledge of children s print culture by showing how these artifacts are important in their own right reid walsh combines archival research with children s literature studies book history and juvenilia studies by examining commercially produced and homemade examples she explores the interrelations among children interactive media and historical participatory culture by drawing on both enlightenment thinkers and contemporary digital media theorists interactive books enables us to think critically about children s media texts paper and digital past and present

this book is about the role and potential of using digital technology in designing teaching and learning tasks in the mathematics classroom digital technology has opened up different new educational spaces for the mathematics classroom in the past few decades and as technology is constantly evolving novel ideas and approaches are brewing to enrich these spaces with diverse didactical flavors a key issue is always how technology can or cannot play epistemic and pedagogic roles in the mathematics classroom the main purpose of this book is to explore mathematics task design when digital technology is part of the teaching and learning environment what features of the technology used can be capitalized upon to design tasks that transform learners experiential knowledge gained from using the technology into conceptual mathematical knowledge when do digital environments actually bring an essential educationally speaking new dimension to classroom activities what are some pragmatic and semiotic values of the technology used these are some of the concerns addressed in the book by expert scholars in this area of research in mathematics education this volume is the first devoted entirely to issues on designing mathematical tasks in digital teaching and learning environments outlining different current research scenarios

this volume will appeal to a wide array of readers from novices to those already working in the field recommended for all collections choice reference literature has been hard put to keep pace with its distance learning changes so the appearance of an encyclopedia is most welcome recommended for academic and public libraries library journal in today s fast paced world with multiple demands on time and resources as well as pressures for career advancement and productivity self directed learning is an increasingly popular and practical alternative in continuing education the encyclopedia of distributed learning defines and applies the best practices of contemporary continuing education designed for adults in corporate settings open university settings graduate coursework and in similar learning environments written for a wide audience in the distance and continuing education field the encyclopedia is a valuable resource for deans and administrators at universities and colleges reference librarians in academic and public institutions hr officials involved with continuing education training programs in corporate settings and those involved in the academic disciplines of education psychology information technology and library science sponsored by the fielding graduate institute this extensive reference work is edited by long time institute members bringing with them the philosophy and authoritative background of this premier institution the fielding graduate institute is well known for offering mid career professionals opportunities for self directed mentored study with the flexibility of time and location that enables students to maintain commitments to family work and community the encyclopedia of distributed learning includes over 275 entries each written by a specialist in that area giving the reader comprehensive coverage of all aspects of distributed learning including use of group processes self assessment the life line experience and developing a learning contract topics covered administrative processes policy finance and governance social and cultural perspectives student and faculty issues teaching and learning processes and technologies technical tools and supports key features a to z organization plus reader s guide groups entries by broad topic areas over 275 entries each written by a specialist in that area comprehensive index and cross references between entries add to the encyclopedia s ease of use annotated listings for additional resources including distance learning programs print and non print resources and conferences advisory board tony bates university of british columbia gregory s blimling appalachian state university ellie chambers the open university u k paul duguid university of california berkeley kenneth c green the campus computing project linda harasim simon fraser university sally johnstone wcet sara kiesler carnegie mellon university william maehl fielding graduate institute michael g moore pennsylvania state university jeremy shapiro fielding graduate institute ralph a wolff executive director western association of schools and colleges

this book constitutes the refereed proceedings of the 16th international conference on asia pacific digital

libraries icadl 2014 held in Chiang Mai Thailand in November 2014 the 20 full papers 19 short papers and 9 poster papers presented were carefully reviewed and selected from 141 submissions the papers are organized in topical sections on digital preservation and archiving digital repositories and tools scholarly documents repositories metadata and ontologies linked data and knowledge sharing digital books and e-books digital libraries usage and applications data management and classification information retrieval and search methods user skills and experiences

its pages are filled with interesting characters discoveries and inventions insight and practical guidance as told from the point of view of a pioneer who has devoted her life to empowering people to create their own experience through interactive media

this book solves the dilemma of wanting to learn windows based software engineering without knowing windows programming the basics in windows programming are explained alongside ideas of object oriented software engineering midwest

including eight pages of color and a case study that takes users through the development of a multimedia environment this book shows users how to create vibrant multimedia environments to enhance a child's educational and play experience it offers a historical overview of children's software development explores the latest technologies and then develops and implements examples

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