

Python For Kids A Playful Introduction To Programming

Python for Kids Hex The Principles of Object-Oriented JavaScript Lauren Ipsum Teach Your Kids to Code The SparkFun Guide to Processing Build an HTML5 Game JavaScript for Kids So, You Want to Be a Coder? Introductory Psychology in Modules The Book of CSS3, 2nd Edition Bitcoin for the Befuddled The Art of R Programming Programming Visual Illusions for Everyone Python for Machine Learning Design Thinking Research Super Scratch Programming Adventure! (Covers Version 2) Space 1999 and Critical Theory Inviting the Spirit of Play to Transform Trauma Teaching and Learning in Virtual Space Jason R. Briggs Ryan B. Hayward Nicholas C. Zakas Carlos Bueno Bryson Payne Derek Runberg Karl Bunyan Nick Morgan Jane (J. M.) Bedell Brett Pelham Peter Gasston Conrad Barski Norman Matloff Marco Bertamini Jason Brownlee Christoph Meinel The LEAD Project John K. Balor Monica C. Blum Sibylle Matern Python for Kids Hex The Principles of Object-Oriented JavaScript Lauren Ipsum Teach Your Kids to Code The SparkFun Guide to Processing Build an HTML5 Game JavaScript for Kids So, You Want to Be a Coder? Introductory Psychology in Modules The Book of CSS3, 2nd Edition Bitcoin for the Befuddled The Art of R Programming Programming Visual Illusions for Everyone Python for Machine Learning Design Thinking Research Super Scratch Programming Adventure! (Covers Version 2) Space 1999 and Critical Theory Inviting the Spirit of Play to Transform Trauma Teaching and Learning in Virtual Space *Jason R. Briggs Ryan B. Hayward Nicholas C. Zakas Carlos Bueno Bryson Payne Derek Runberg Karl Bunyan Nick Morgan Jane (J. M.) Bedell Brett Pelham Peter Gasston Conrad Barski Norman Matloff Marco Bertamini Jason Brownlee Christoph Meinel The LEAD Project John K. Balor Monica C. Blum Sibylle Matern*

learn to use the python language to create programs of all kinds author jason cannon will guide you from complete unfamiliarity with python to creating practical applications with python lack of experience isn't an obstacle to programming language mastery this updated and expanded second edition of book provides a user friendly introduction to the subject taking a clear structural framework it guides the reader through the subject's core elements a flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts this succinct and enlightening overview is a required reading for all those interested in the subject we hope you find this book useful in shaping your future career business

this book offers a gentle introduction to hex the classic board game created by piet hein and popularized by john nash and martin gardner the first three chapters cover rules basic strategy and history the remaining eight chapters cover a variety of topics mathematical properties there are no draws the first player can win the acute corner is a losing first move the related game of y winning strategies for small boards how computers play hex and analysis of random move hex where one or both players move randomly and dark hex the imperfect information version of the game where you can't see your opponent's moves did we mention puzzles there are puzzles in every chapter with solutions this book is intended for anyone interested in playing board games or learning some recreational mathematics it is written for a wide audience and will be enjoyed equally by general readers and professional mathematicians the book could be used as a textbook or companion resource for a topics course on recreational mathematics or game theory or as a source for undergraduate research questions

if you've used a more traditional object oriented language such as c or java javascript probably doesn't seem object oriented at all it has no concept of classes and you don't even need to define any objects in order to write code but don't be fooled javascript is an incredibly powerful and expressive object oriented language that puts many design decisions right into your hands in the principles of object oriented javascript nicholas c zakas thoroughly explores javascript's object oriented nature revealing the language's unique implementation of inheritance and other key characteristics you'll learn the difference between primitive and reference values what makes javascript functions so unique the various ways to create objects how to define your own constructors how to work with and understand prototypes inheritance patterns for types and objects the principles of object oriented javascript will leave even experienced developers with a deeper understanding of javascript unlock the secrets behind how objects work in javascript so you can write clearer more flexible and more efficient code

lauren ipsum is a whimsical journey through a land where logic and computer science come to life meet lauren an adventurer lost in userland who needs to find her way home by solving a series of puzzles as she visits places like the push pop café and makes friends with people like hugh rustic and the wandering salesman lauren learns about computer science without even realizing it and so do you read lauren ipsum yourself or with someone littler than you then flip to the notes at the back of the book to learn more about logic and computer science in the real world suggested for ages 10

teach your kids to code is a parent's and teacher's guide to teaching kids basic programming and problem solving using python the powerful language used in college courses and by tech companies like google and ibm step by step explanations will have kids learning

computational thinking right away while visual and game oriented examples hold their attention friendly introductions to fundamental programming concepts such as variables loops and functions will help even the youngest programmers build the skills they need to make their own cool games and applications whether you've been coding for years or have never programmed anything at all teach your kids to code will help you show your young programmer how to explore geometry by drawing colorful shapes with turtle graphics write programs to encode and decode messages play rock paper scissors and calculate how tall someone is in ping pong balls create fun playable games like war yahtzee and pong add interactivity animation and sound to their apps teach your kids to code is the perfect companion to any introductory programming class or after school meet up or simply your educational efforts at home spend some fun productive afternoons at the computer with your kids you can all learn something

processing is a free beginner friendly programming language designed to help non programmers create interactive art with code the sparkfun guide to processing the first in the sparkfun electronics series will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen then move on to a series of hands on step by step projects that will show you how to make detailed pixel art and scale it to epic proportions write a maze game and build a makey makey controller with fruit buttons play record and sample audio to create your own soundboard fetch weather data from the and build a custom weather dashboard create visualizations that change based on sound light and temperature readings with a little imagination and processing as your paintbrush you'll be on your way to coding your own gallery of digital art in no time put on your artist's hat and begin your diy journey by learning some basic programming and making your first masterpiece with the sparkfun guide to processing the code in this book is compatible with processing 2 and processing 3

if you already have even basic familiarity with html css and javascript you're ready to learn how to build a browser based game in build an html5 game you'll use your skills to create a truly cross platform bubble shooter game playable in both desktop and mobile browsers as you follow along with this in depth hands on tutorial you'll learn how to send sprites zooming around the screen with javascript animations make things explode with a jquery plug in use hitboxes and geometry to detect collisions implement game logic to display levels and respond to player input convey changes in game state with animation and sound add flair to a game interface with css transitions and transformations gain pixel level control over your game display with the html canvas the programming starts right away in chapter 1 no hemming and hawing history or throat clearing exercises at the end of each chapter challenge you to dig in to the bubble shooter's code and modify the game go ahead take the plunge learn to create a complete html5 game right now and then use your

newfound skills to build your own mega popular addictive game

javascript is the programming language of the internet the secret sauce that makes the awesome your favorite sites interactive and online games fun javascript for kids is a lighthearted introduction that teaches programming essentials through patient step by step examples paired with funny illustrations you ll begin with the basics like working with strings arrays and loops and then move on to more advanced topics like building interactivity with jquery and drawing graphics with canvas along the way you ll write games such as find the buried treasure hangman and snake you ll also learn how to create functions to organize and reuse your code write and modify html to create dynamic web pages use the dom and jquery to make your web pages react to user input use the canvas element to draw and animate graphics program real user controlled games with collision detection and score keeping with visual examples like bouncing balls animated bees and racing cars you can really see what you re programming each chapter builds on the last and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs make something cool with javascript today ages 10 and their parents

behind the screen of your phone tablet computer or game console lies a secret language that makes it all work computer code has become as integral to our daily lives and reading and writing even if you didn t know it now it s time to plug in and start creating the same technology you re consuming plus it s one of the fastest growing industries in the world this title covers everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence

introductory psychology in modules understanding our heads hearts and hands is a unique and comprehensive introduction to psychology it consists of 36 short modules that keep students engaged with humor a narrative style and hands on activities that facilitate interactive learning and critical thinking each stand alone module focuses on a major topic in psychology from the brain sensation memory and cognition to human development personality social psychology and clinical psychology the modular format also allows a deep dive into important topics that have less coverage in other introductory psychology textbooks this includes cross cultural psychology stereotypes and discrimination evolutionary psychology sex and gender climate change health psychology and sport psychology this truly modular format ideal for both face to face and virtual learning makes it easy for instructors to customize their readings and assign exactly what they wish to emphasize the book also contains an abundance of pedagogical features including numerous hands on activities and or group discussion activities multiple choice practice quizzes and an instructor exam bank written by the authors by covering both classic and contemporary topics this book will delight students and instructors alike the modular format

also makes this a useful supplementary text for classes in nursing medicine social work policing and sociology

css3 is the technology behind most of the eye catching visuals on the but the docs can be dry murky and full of dastardly caveats for inconsistent browser implementations this completely updated second edition of the best selling book of css3 distills the dense technical language of the css3 specification into plain english and shows you what css3 can do now in all major browsers you ll find fully revised coverage of the updated syntax of gradients grids and flexible box layout as well as all new chapters on values and sizing and graphical effects like filter effects and blend modes with an abundance of real world examples and a focus on the principles of good design the book of css3 will help you expand your css skills as you learn how to style text with custom font choices drop shadows and other effects create position and resize background images on the fly spice up static web pages with event driven transitions and animations apply 2d and 3d transformations to text and images use linear and radial gradients to create smooth color transitions take control of layout with grids columns and flexible alignment tailor a website s appearance to every type of web capable device the companion website includes up to date browser compatibility charts links to tutorials and resources and live css3 examples the can be an ugly place make it pretty with the book of css3

unless you ve been living under a rock for the last couple of years you ve probably heard of bitcoin the game changing digital currency used by millions worldwide but bitcoin isn t just another way to buy stuff it s an anonymous revolutionary cryptographically secure currency that functions without the oversight of a central authority or government if you want to get into the bitcoin game but find yourself a little confused bitcoin for the befuddled may be just what you re looking for learn what bitcoin is how it works and how to acquire store and spend bitcoins safely and securely you ll also learn bitcoin s underlying cryptographic principles and how bitcoins are created the history of bitcoin and its potential impact on trade and commerce all about the blockchain the public ledger of bitcoin transactions how to choose a bitcoin wallet that s safe and easy to use how to accept bitcoins as payment in your physical store or on your website advanced topics including bitcoin mining and bitcoin programming with its non technical language and patient step by step approach to this fascinating currency bitcoin for the befuddled is your ticket to getting started with bitcoin get out from under the rock and get in the bitcoin game just make sure not to lose your shirt

r is the world s most popular language for developing statistical software archaeologists use it to track the spread of ancient civilizations drug companies use it to discover which medications are safe and effective and actuaries use it to assess financial risks and keep economies running smoothly the art of r programming takes you on a guided tour of software development with r from basic

types and data structures to advanced topics like closures recursion and anonymous functions no statistical knowledge is required and your programming skills can range from hobbyist to pro along the way you ll learn about functional and object oriented programming running mathematical simulations and rearranging complex data into simpler more useful formats you ll also learn to create artful graphs to visualize complex data sets and functions write more efficient code using parallel r and vectorization interface r with c c and python for increased speed or functionality find new r packages for text analysis image manipulation and more squash annoying bugs with advanced debugging techniques whether you re designing aircraft forecasting the weather or you just need to tame your data the art of r programming is your guide to harnessing the power of statistical computing

if you find visual illusions fascinating programming visual illusions for everyone is a book for you it has some background some history and some theories about visual illusions and it describes in some detail twelve illusions some are about surfaces some are about apparent size of objects some are about colour and some involve movement this is only one aspect of the book the other is to show you how you can create these effects on any computer the book includes a brief introduction to a powerful programming language called python no previous experience with programming is necessary there is also an introduction to a package called psychopy that makes it easy to draw on a computer screen it is perfectly ok if you have never heard the names python or psychopy before python is a modern and easy to read language and psychopy takes care of all the graphical aspects of drawing on a screen and also interacting with a computer by the way both python and psychopy are absolutely free is this a book about illusions or about programming it is both

using clear explanations and step by step tutorial lessons you will learn the underlying mechanics of the python language the tools in its ecosystem tips and tricks and much more

extensive research conducted by the hasso plattner design thinking research program at stanford university in palo alto california usa and the hasso plattner institute in potsdam germany has yielded valuable insights on why and how design thinking works the participating researchers have identified metrics developed models and conducted studies which are featured in this book and in the previous volumes of this series this volume provides readers with tools to bridge the gap between research and practice in design thinking with varied real world examples several different approaches to design thinking are presented in this volume acquired frameworks are leveraged to understand design thinking team dynamics the contributing authors lead the reader through new approaches and application fields and show that design thinking can tap the potential of digital technologies in a human centered way in a final section new ideas in neurodesign at stanford university and at hasso plattner institute in potsdam are elaborated upon thereby

challenging the reader to consider newly developed methodologies and provide discussion of how these insights can be applied to various sectors special emphasis is placed on understanding the mechanisms underlying design thinking at the individual and team levels design thinking can be learned it has a methodology that can be observed across multiple settings and accordingly the reader can adopt new frameworks to modify and update existing practice the research outcomes compiled in this book are intended to inform and provide inspiration for all those seeking to drive innovation be they experienced design thinkers or newcomers

scratch is the wildly popular educational programming language used by millions of first time learners in classrooms and homes worldwide by dragging together colorful blocks of code kids can learn computer programming concepts and make cool games and animations the latest version scratch 2 brings the language right into your web browser with no need to download software in super scratch programming adventure kids learn programming fundamentals as they make their very own playable video games they ll create projects inspired by classic arcade games that can be programmed and played in an afternoon patient step by step explanations of the code and fun programming challenges will have kids creating their own games in no time this full color comic book makes programming concepts like variables flow control and subroutines effortless to absorb packed with ideas for games that kids will be proud to show off super scratch programming adventure is the perfect first step for the budding programmer now updated for scratch 2 the free super scratch educator s guide provides commentary and advice on the book s games suitable for teachers and parents for ages 8 and up

the television series space 1999 was in its first series shaped by the late sixties and early seventies counterculture movements making space 1999 into an example of how certain sf scholars see a natural alignment between science fiction and critical theory however due to changes in the political climate space 1999 went through an ideological reversal in its second series as a result the schizophrenic nature of the series has ever since caused debate this book is written on an idealistic basis it is sold at the lowest price the publisher was willing to accept a free e book version can be downloaded at lulu com

this unique and accessible book unites leading edge trauma approaches with the power of playful practice to treat traumatized clients of all ages abundant case examples and exercises show new and established therapists how to relationally engage a playful mindset not play therapy to accelerate trauma healing and transformation the book grows up the wisdom embedded in child based playfulness and grows down complex adult focused trauma theory readers will discover how to playfully integrate scientifically supported healing principles of polyvagal theory interpersonal neurobiology coherence therapy accelerated experiential dynamic psychotherapy

sensorimotor psychotherapy and internal family systems along with broaden and build theory affective neuroscience structural dissociation mindfulness spirituality and more most importantly this book will empower therapists working at the heart of trauma treatment to compassionately hold space for the depth of trauma's painful isolating effects while embodying play's life affirming joyful and transformational qualities to make trauma healing more fun creative engaging and effective

neue formen der kommunikation sowie kollaborative lern und arbeitsmöglichkeiten mit virtueller realität an hochschulen sind themen des sammelbandes die autor innen untersuchen und diskutieren wie die digitalisierung und die nutzung digitaler medien das lernverhalten und die zusammenarbeit im hochschulkontext beeinflussen wie interagieren studierende und lehrende in einer virtuellen umgebung wie können teams trotz räumlicher trennung effektiv zusammenarbeiten welche strukturen lernformate und didaktische methoden brauchen studierende und lehrende wenn sie nicht persönlich sondern online virtuell oder hybrid kommunizieren die beiträge basieren auf kollaborationsszenarien die als prototypen an der hochschule für angewandte wissenschaften münchen entwickelt und getestet wurden der sammelband bietet einblicke in aktuelle forschungen und innovative ansätze für die nutzung virtueller realität im bildungs und arbeitsbereich this anthology is concerned with new forms of communication as well as collaborative learning and working possibilities with virtual reality at universities the authors examine and discuss how digitalisation and the use of digital media influence learning behaviour and collaboration in the university context how do students and teachers interact in a virtual environment how can teams work together effectively despite spatial separation what structures learning formats and didactic methods do students and teachers need when they communicate online virtually or hybrid rather than face to face the contributions are based on collaboration scenarios that were developed and tested as prototypes at the munich university of applied sciences hm the anthology offers insights into current research and innovative approaches for the use of virtual reality in education and work

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