Coderdojo My First Website

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Program Arcade Games Paul Craven 2015-12-31 Learn and use Python and PyGame to design and build cool arcade games. In Program Arcade Games: With Python and PyGame, Second Edition, Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games; integrate and start using graphics; animate graphics; integrate and use game controllers; add sound and bit-mapped graphics; and build grid-based games. After reading and using this book, you'll be able to learn to program and build simple arcade game applications using one of today's most popular programming languages, Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms. You'll learn: How to create quiz games How to integrate and start using graphics How to animate graphics How to integrate and use game controllers How to add sound and bit-mapped graphics How to build grid-based games Audience"div>This book assumes no prior programming knowledge.

Digital Literacies Nicky Hockly 2014-06-03 Dramatic shifts in our communication landscape have made it crucial for language teaching to go beyond print literacy and encompass the digital literacies which are increasingly central to learners' personal, social, educational and professional lives. By situating these digital literacies within a clear theoretical framework, this book provides educators and students alike with not just the background for a deeper understanding of these key 21st-century skills, but also the rationale for integrating these skills into classroom practice. This is the first methodology book to address not just why but also how to teach digital literacies in the English language classroom. This book provides: A theoretical framework through which to categorise and prioritise digital literacies Practical classroom activities to help learners and teachers develop digital literacies in tandem with key language skills A thorough analysis of the pedagogical implications of developing digital literacies in teaching practice A consideration of exactly how to integrate digital literacies into the English language syllabus Suggestions for teachers on how to continue their own professional development through PLNs (Personal Learning Networks), and how to access teacher development opportunities online This book is ideal for English language teachers and learners of all age groups and levels, academics and students researching digital literacies, and anyone looking to expand their understanding of digital literacies within a teaching framework.

Computer Coding for Kids Carol Vorderman 2019-08-01 Don't just play computer games - help children build them with your own home computer! Calling all

coders, this is a straightforward, visual guide to helping kids understand the basics of computer coding using Scratch and Python coding languages. Essential coding concepts like scripts, variables, and strings are explained using build-along projects and games. Kids can create online games to play like Monkey Mayhem and Bubble Blaster, draw mazes and shapes, build animations, and more using the step-by-step examples to follow and customize. Seven projects let kids (and their parents) practice the skills as they are learning in each section of the book. Kids get instant results, even when completely new to coding. Packed with visual examples, expert tips, a glossary of key terms, and extras such as profiles of famous coders, Help Your Kids with Computer Coding lays a hands-on foundation for computer programming, so adults and kids can learn together. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. User note: At home, all you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0 and Python 3. Coding with Scratch can be done without download on https: //scratch.mit.edu. Series Overview: DK's bestselling Help Your Kids With series contains crystal-clear visual breakdowns of important subjects. Simple graphics and jargon-free text are key to making this series a user-friendly resource for frustrated parents who want to help their children get the most out of school.

Interactive Project Management Nancy Lyons 2012-04-12 As an industry, interactive is different. The work entails elements of software development, marketing, and advertising, yet it's neither purely technical nor traditional "agency" work. Delivery methods are different, and because the industry is relatively new, the gap in understanding between the clients buying the work and the teams building it is often wide. Enter the geek girls guide. Nancy Lyons and Meghan Wilker don't just tell you how to deliver digital work, they demonstrate how to think about it. Interactive Project Management: Pixels, People, and Process helps clients, agencies, and industry professionals better understand the critical role of interactive project management, and presents a collaborative, people-focused approach to delivering high-quality digital work. In this book, the authors: Define the unique characteristics of interactive projects Explain the importance of emotional intelligence in the workplace Discuss communication techniques that help teams work together more efficiently Outline a process and specific deliverables that clarify how to think about critical aspects of a project Provide questions, tasks, tips, and advice that effectively move teams from initiation to launch

The Thinking Teacher Oliver Quinlan 2013-12-10 Good Teachers do, great teachers think'. Oliver Quinlan presents ideas from education, business and other areas of life that teachers and educational leaders can use to enhance and explore their thinking. In order to progress we must philosophise about learning, question traditional practice and be resourceful in providing solutions for better education. The only way the education system can improve standards and be at its best is by ensuring that those who govern it don't stop thinking about it! Innovation is the key to our progress as individuals and society as a whole

Get Coding!: Learn Html, CSS & JavaScript & Build a Website, App & Game Young Rewired State 2017 An introduction to computer programming explains how to build websites, applications, and games using HTML, CSS, and JavaScript.

Python for Kids Jason Briggs 2012-12-12 Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: -Use fundamental data structures like lists, tuples, and maps -Organize and reuse your code with functions and modules -Use control structures like loops and conditional statements -Draw shapes and patterns with Python's turtle module -Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Informatics in Schools: Focus on Learning Programming Valentina Dagienė 2017-11-22 This book constitutes the refereed proceedings of the 10th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2017, held in Helsinki, Finland, in November 2017. The 18 full papers presented together with 1 invited talk were carefully reviewed and selected from 41 submissions. ISSEP presents this year a broad range of themes ranging from making informatics accessible to visually impaired students and computational thinking to context- and country specific challenges as well as teacher development and training.

Adventures in Minecraft David Whale 2017-10-26 Learn valuable programming skills while building your own Minecraft adventure! If you love playing Minecraft and want to learn how to code and create your own mods, this book was designed just for you. Working within the game itself, you'll learn to set up and run your own local Minecraft server, interact with the game on PC, Mac and Raspberry Pi, and develop Python programming skills that apply way beyond Minecraft. You'll learn how to use coordinates, how to change the player's position, how to create and delete blocks and how to check when a block has been hit. The adventures aren't limited to the virtual - you'll also learn how to connect Minecraft to a BBC micro:bit so your Minecraft world can sense and control objects in the real world! The companion website gives you access to tutorial videos to make sure you understand the book, starter kits to make setup simple, completed code files, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the world you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will: Write Minecraft programs in Python® on your Mac®, PC or Raspberry Pi® Build houses, structures, and make a 3D duplicating machine Build intelligent objects and program an alien invasion Build huge 2D and 3D structures like spheres and pyramids Build a custom game

controller using a BBC micro:bitTM Plan and write a complete interactive arena game Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey.

The Digitally-Agile Researcher Oliver Quinlan 2017-11

Sebastião Salgado. Amazônia Sebastião Salgado 2021-06-16 For six years Sebastião Salgado traveled the Brazilian Amazon and photographed the unparalleled beauty of this extraordinary region: the rainforest, the rivers, the mountains, the people who live there--this irreplaceable treasure of humanity in which the immense power of nature is felt like nowhere else on earth.

Learn to Program with App Inventor Lyra Logan 2019-11-26 Learn to build mobile apps for Android devices with MIT App Inventor, a visual drag-and-drop programming language like Scratch. You've swiped and tapped your way through countless apps, but have you ever created one? Now you can, thanks to Learn to Program with App Inventor. In less than an hour, you'll be able to build and run your first app! App Inventor is a free software for making Android apps. All you need is a PC with an Internet connection to build your app, and a mobile phone for testing. You'll use a simple drag-and-drop interface, which minimizes errors and avoids too much typing. A certified App Inventor Master Trainer, Logan breaks down each project into logical steps, lists the components you'll need, and then shows you how to create screen designs, control program flow with conditionals and loops, and store data in variables and lists. Once you've tested the app on your phone, you can test what you learned with challenges at the end of each chapter. You'll build cool apps like: * Hi, World!: Use your voice to send a text message * Practice Makes Perfect: Rehearse a speech or dance routine with this video recording app * Fruit Loot: Catch randomly failing fruit in this exciting game * Beat the Bus: Track a friend's journey using location services and maps * Virtual Shades: Take a selfie, then try on some virtual sunglasses Join the 6 million people who have tried App Inventor, and make the journey from app user to app inventor.

Hello Ruby: Adventures in Coding Linda Liukas 2015-10-06 "Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.

Apprenticeship Patterns Dave Hoover 2009-10-02 Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from

years of research, many interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"- Russ Miles, CEO, OpenCredo

Creative Coding in Python Sheena Vaidyanathan 2018-12-18 Creative Coding in Python presents over 30 creative projects that teach kids how to code in the easy and intuitive programming language, Python. Creative Coding in Python teaches the fundamentals of computer programming and demonstrates how to code 30+ fun, creative projects using Python, a free, intuitive, open-source programming language that's one of the top five most popular worldwide and one of the most popular Google search terms in the U.S. Computer science educator Sheena Vaidyanathan helps kids understand the fundamental ideas of computer programming and the process of computational thinking using illustrations, flowcharts, and pseudocode, then shows how to apply those essentials to code exciting projects in Python: Chatbots: Discover variables, strings, integers, and more to design conversational programs. Geometric art: Use turtle graphics to create original masterpieces. Interactive fiction: Explore booleans and conditionals to invent "create your own adventure" games. Dice games: Reuse code to devise games of chance. Arcade games and apps: Understand GUI (graphical user interfaces) and create your own arcade games and apps. What's next? Look at exciting ways to use your powerful new skills and expand your knowledge of coding in Python. Creative Coding in Python gives kids the tools they need to create their own computer programs.

The Coding Dojo Handbook Emily Bache 2013-10 This handbook is a collection of concrete ideas for how you can get started with a Coding Dojo, where a group of programmers can focus on improving their practical coding skills.

Build Your Own Website Nate Cooper 2014-09-02 Build Your Own Website is a fun, illustrated introduction to the basics of creating a website. Join Kim and her little dog Tofu as she learns HTML, the language of web pages, and CSS, the language used to style web pages, from the Web Guru and Glinda, the Good Witch of CSS. Once she figures out the basics, Kim travels to WordPress City to build her first website, with Wendy, the WordPress Maven, at her side. They take control of WordPress® themes, install useful plugins, and more. As you follow along, you'll learn how to: -Use HTML tags -Make your site shine with CSS -Customize WordPress to fit your needs -Choose a company to host your site and get advice on picking a good domain name The patient, step-by-step advice you'll find in Build Your Own Website will help you get your website up and running in no time. Stop dreaming of your perfect website and start making it!

Scratch Coding Cards 2017 A collection of ten themed activity card sets that introduces children to computer programming fundamentals using Scratch, a visual programming language developed by the Lifelong Kindergarten Group at the MIT Media Lab.

The Art of LEGO MINDSTORMS EV3 Programming Terry Griffin 2014-10-01 With its colorful, block-based interface, The LEGO® MINDSTORMS® EV3 programming language is designed to allow anyone to program intelligent robots, but its powerful features can be intimidating at first. The Art of LEGO MINDSTORMS EV3 Programming is a full-color, beginner-friendly guide designed to bridge that gap. Inside, you'll discover how to combine core EV3 elements like blocks, data wires, files, and variables to create sophisticated programs. You'll also learn good programming practices, memory management, and helpful debugging strategies—general skills that will be relevant to programming in any language. All of the book's programs work with one general-purpose test robot that you'll build early on. As you follow along, you'll program your robot to: –React to different environments and respond to commands –Follow a wall to navigate a maze –Display drawings that you input with dials, sensors, and data wires on the EV3 screen –Play a Simon Says-style game that uses arrays to save your high score –Follow a line using a PID-type controller like the ones in real industrial systems The Art of LEGO MINDSTORMS EV3 Programming covers both the Home and Education Editions of the EV3 set, making it perfect for kids, parents, and teachers alike. Whether your robotics lab is the living room or the classroom, this is the complete guide to EV3 programming that you've been waiting for. Requirements: One LEGO MINDSTORMS EV3 Home OR Education set (#31313 OR #45544).

A Day in the Life of a Poo, a Gnu, and You Mike Barfield 2021-03-16 Packed with comics, diagrams, and "secret diaries," this book is a wondrous, encyclopedic glance at a dizzying host of different things—from hearts to farts to coconuts—and makes a hilarious and informative guide for curious young readers. Join the hilarious exploration of "a day in the life" of nearly 100 things on Earth. Find out what exactly your tongue does all day long, how a Japanese knotweed destroys everything in its path, and why no two snowflakes are ever the same. From the gross and smelly to the beautiful and fascinating, this book is a treasure trove of entertaining information.

Make Your Own Game Jurie Horneman 2017-09-07 CoderDojo Nano: Make Your Own Game teaches the fundamentals of the Javascript coding language in a simple, logical way to help kids reach their goal of creating their very own PC game. Children will learn everything from creating a game world, animating characters and determining the physics of movement within the game. Each concept is illustrated with a screenshot to make checking easy, and incredible pixel art from Army of Trolls makes this look like no other coding book. Coder Dojo Nano: Make Your Own Game is the perfect first step that kids can take towards game development. Look out for other titles in the CoderDojo Nano series: CoderDojo Nano: Build Your Own Website.

Designing APIs with Swagger and OpenAPI Josh Ponelat 2022-07-19 Follow real-world API projects from concept to production, and learn hands-on how to describe and design APIs using OpenAPI. In Designing APIs with Swagger and OpenAPI you will learn how to: Understand OpenAPI syntax and structure Use Swagger and other tooling to create OpenAPI definitions Design authentication and authorization Turn an OpenAPI description into online documentation Automate processes and generating code Iterate an API design with user stories

Build a frontend against a mock server Generate backend code with Swagger Codegen Versioning an API and dodging breaking changes Work with cross-functional teams Designing APIs with Swagger and OpenAPI is a comprehensive guide to designing and describing your first RESTful API using the most widely adopted standards. Following expert instruction from Swagger core contributor Josh Ponelat and API consultant Lukas Rosenstock, you'll spend each chapter progressively expanding the kind of APIs you'll want to build in the real world. You'll utilize OpenAPI and Swagger to help automate your workflow, and free up your time to work on more exciting features. Learn the syntax and structure of OpenAPI definitions, create and iterate on an API design with common tools, and release your API to the public. About the technology Create web APIs that customers and developers will love! Using Swagger, a collection of tools for defining and documenting REST APIs, you will build safe, controlled access to your software. And because Swagger implements the vendor-neutral OpenAPI specification, you'll be building to the same standards adopted by Google, Microsoft, and Amazon. About the book Designing APIs with Swagger and OpenAPI introduces a design-first approach. Written for developers new to API design, it follows the lifecycle of an API project from concept to production. You'll explore the dos and don'ts of APIs through progressively complete examples. You'll get hands-on experience designing APIs for specific business needs, using open source tools to generate documentation, and building developer-friendly components like mocks and client SDKs. What's inside OpenAPI syntax and structure Using Swagger to create OpenAPI definitions Automating processes and generating code Working with cross-functional teams About the reader For web developers. No prior knowledge of Swagger or OpenAPI required. About the author Josh Ponelat is the Swagger Open Source lead at SmartBear. Lukas Rosenstock is an independent software developer and API consultant.

Play Matters Miguel Sicart 2017-10-27 Why play is a productive, expressive way of being, a form of understanding, and a fundamental part of our well-being. What do we think about when we think about play? A pastime? Games? Childish activities? The opposite of work? Think again: If we are happy and well rested, we may approach even our daily tasks in a playful way, taking the attitude of play without the activity of play. So what, then, is play? In Play Matters, Miguel Sicart argues that to play is to be in the world; playing is a form of understanding what surrounds us and a way of engaging with others. Play goes beyond games; it is a mode of being human. We play games, but we also play with toys, on playgrounds, with technologies and design. Sicart proposes a theory of play that doesn't derive from a particular object or activity but is a portable tool for being—not tied to objects but brought by people to the complex interactions that form their daily lives. It is not separated from reality; it is part of it. It is pleasurable, but not necessarily fun. Play can be dangerous, addictive, and destructive. Along the way, Sicart considers playfulness, the capacity to use play outside the context of play; toys, the materialization of play—instruments but also play pals; playgrounds, play spaces that enable all kinds of play; beauty, the aesthetics of play through action; political play—from Maradona's goal against England in the 1986 World Cup to the hactivist activities of Anonymous; the political, aesthetic, and moral activity of game design; and why play and computers get along so well.

The Hackable City Michiel de Lange 2018-12-05 This open access book presents a selection of the best contributions to the Digital Cities 9 Workshop held in Limerick in 2015, combining a number of the latest academic insights into new collaborative modes of city making that are firmly rooted in empirical findings about the actual practices of citizens, designers and policy makers. It

explores the affordances of new media technologies for empowering citizens in the process of city making, relating examples of bottom-up or participatory practices to reflections about the changing roles of professional practitioners in the processes, as well as issues of governance and institutional policymaking.

Through Her Eyes Clodagh Finn 2019-10-11 Told through the prism of the lives of 21 extraordinary women, this remarkable book offers an alternative vision of Irish history – one that puts the spotlight on women whose contributions have been forgotten or overlooked. Author Clodagh Finn travels through the ages to 'meet', among others, Macha, the Celtic horse goddess of Ulster; St Dahalin, an early Irish saint and miracle worker; Jo Hiffernan, painter and muse to the artists Whistler and Courbet; Jennie Hodgers, a woman who fought as a male soldier in the American Civil War; Sr Concepta Lynch, businesswoman, Dominican sister and painter of a unique Celtic shrine; the Overend sisters, farmers, charity workers and motoring enthusiasts; and Rosemary Gibb, athlete, social worker, clown and accomplished magician. From a Stone Age farmer who lived in Co. Clare more than 5,000 years ago to the modern-day founder of a 3D printing company, this book opens a fascinating window onto the life and times of some amazing women whose stories were shaped by the centuries in which they lived.

The Incredible Freedom Machines Kirli Saunders 2019-09

Adventures in Raspberry Pi Carrie Anne Philbin 2015-02-02 Coding for kids is cool with Raspberry Pi and this elementary guide Even if your kids don't have an ounce of computer geek in them, they can learn to code with Raspberry Pi and this wonderful book. Written for 11- to 15-year-olds and assuming no prior computing knowledge, this book uses the wildly successful, low-cost, credit-card-sized Raspberry Pi computer to explain fundamental computing concepts. Young people will enjoy going through the book's nine fun projects while they learn basic programming and system administration skills, starting with the very basics of how to plug in the board and turn it on. Each project includes a lively and informative video to reinforce the lessons. It's perfect for young, eager self-learners—your kids can jump in, set up their Raspberry Pi, and go through the lessons on their own. Written by Carrie Anne Philbin, a high school teacher of computing who advises the U.K. government on the revised ICT Curriculum Teaches 11- to 15-year-olds programming and system administration skills using Raspberry Pi Features 9 fun projects accompanied by lively and helpful videos Raspberry Pi is a $35/£25 credit-card-sized computer created by the non-profit Raspberry Pi Foundation; over a million have been sold Help your children have fun and learn computing skills at the same time with Adventures in Raspberry Pi.

Meaningful Making 2 Paulo Blikstein 2019-03-08 Meaningful Making 2 is a second volume of projects and strategies from the Columbia University FabLearn Fellows. This diverse group of leading K-12 educators teach in Fab Labs, makerspaces, classrooms, libraries, community centers, and museums--all with the goal of making learning more meaningful for every child. A learning revolution is in the making around the world. Enthusiastic educators are using the new tools and technology of the maker movement to give children authentic learning experiences beyond textbooks and tests. The FabLearn Fellows work at the forefront of this movement in all corners of the globe. In this book, the FabLearn Fellows share all new inspirational lesson ideas, strategies, and recommended projects across a broad range of age levels. Illustrated with color photos of real student work, the Fellows take you on a tour of the future of

learning, where children make sense of the world by making things that matter to them and their communities. To read this book is to rediscover learning as it could be and should be--a joyous, mindful exploration of the world, where the ultimate discovery is the potential of every child.

Cool Scratch Projects in easy steps Sean McManus 2016-08-11 Millions of children and young people worldwide are using Scratch to make their own games and animations. Following on from the success of Scratch Programming in easy steps, Cool Scratch Projects in easy steps gives you great ideas to create computer games and other projects that'll impress your friends and family – and you'll have endless fun creating and playing them! The book provides step-by-step instructions for building projects that show off some of the cool things you can do with Scratch. It starts with two simple projects to get you started. Find out how to: • Make a game with animated cartoon characters • Build a drum machine and make random music • Use anaglyph glasses for 3D effects and 3D Art • Design amazing mazes in a 3D environment • Create your own stop motion films • Use the ScratchJr app to create games and interactive stories anywhere using your iPad or Android tablet Cool Scratch Projects in easy steps has projects for Scratch 2.0 on a PC/Mac and Scratch 1.4 on the Raspberry Pi, and includes a Raspberry Pi Camera Module project. Each project includes suggestions for customizing it, so you can make it your own! Table of Contents: Magic Mirror Gribbet! Drum Machine 12 Angry Aliens 3D Artist Space Mine 3D Maze Maker and Circuit Breaker 3D Maze Explorer 3D Maze Explorer: Finishing touches Sprites, Cameras, Action! Super Wheelie in ScratchJr Five shorties

ECSCW 2005 Hans Gellersen 2005-09-14 The papers in this volume describe emerging technologies and the support which they give to cooperative working. This volume represents the best of the current research and practice within CSCW.

The Complete Idiot's Guide to Drawing Manga, Illustrated John Layman 2005 Provides techniques and tips for creating cartoon characters and stories in the style of the Japanese genre, including step-by-step directions on how to draw facial expressions, bodies in motion, and combat weapons.

Coding Projects in Python DK 2017-06-06 Python for beginners – you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch – all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up – the only limit is your imagination! Create, Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in

this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection.

Makers at School, Educational Robotics and Innovative Learning Environments David Scaradozzi 2021-12-10 This open access book contains observations, outlines, and analyses of educational robotics methodologies and activities, and developments in the field of educational robotics emerging from the findings presented at FabLearn Italy 2019, the international conference that brought together researchers, teachers, educators and practitioners to discuss the principles of Making and educational robotics in formal, non-formal and informal education. The editors' analysis of these extended versions of papers presented at FabLearn Italy 2019 highlight the latest findings on learning models based on Making and educational robotics. The authors investigate how innovative educational tools and methodologies can support a novel, more effective and more inclusive learner-centered approach to education. The following key topics are the focus of discussion: Makerspaces and Fab Labs in schools, a maker approach to teaching and learning; laboratory teaching and the maker approach, models, methods and instruments; curricular and non-curricular robotics in formal, non-formal and informal education; social and assistive robotics in education; the effect of innovative spaces and learning environments on the innovation of teaching, good practices and pilot projects.

Android Development with Kotlin Marcin Moskala 2017-08-30 Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin

features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

Go Berserk making websites with HTML and CSS Ian Simons 2012

Micro Tracy Gardner 2018-01-31 "micro: bit in Wonderland" is a coding and craft project book for the BBC micro: bit (microbit). The book guides beginners aged 9 and over through 12 projects inspired by "Alice's Adventures in Wonderland." The projects develop modern skills in creative and computational thinking, computer programming, making and electronic

The Official Raspberry Pi Beginner's Guide 2018-12-10

Create with Code Clyde Hatter 2017 Introduces coding using HTML, CSS, and JavaScript, providing step-by-step instructions for creating a website and adding photos, embedding videos, and using file transfer programs--

Automate the Boring Stuff with Python, 2nd Edition Al Sweigart 2019-11-12 The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your

newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Get Coding 2! Build Five Computer Games Using HTML and JavaScript David Whitney 2019-09-24 Ready to learn how to code a game? Get an introduction to programming with this fun and accessible guide. Learn HTML and JavaScript. Design and build five interactive computer games. Create cool graphics. Code simple artificial intelligence. This appealing guide, covering essential coding concepts, offers an ideal introduction to all these activities and more. By following simple step-by-step instructions and completing five exciting missions, aspiring programmers are invited to code well-known games such as tic-tac-toe and table tennis, then customize their projects to test their skills.