

Animazioni Digitali Con Scratch Crea E Anima Le Tue Storie

In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Presents a guide for beginners on the fundamentals of computer programming using the Python language.

Five Nights at Freddy’s fans won’t want to miss this pulse-pounding collection of three novella-length tales that will keep even the bravest player up at night . . . What do you wish for most? It’s a question that Oswald, Sarah, and Millie think they know the answer to. Oswald wishes his summer wasn’t so boring, Sarah wishes to be beautiful, and Millie wishes she could just disappear from the face of the earth. But in the twisted world of Five Nights at Freddy’s, their hearts’ deepest desires have an unexpected cost. In this volume, horror master Scott Cawthon spins three sinister novella-length stories from different corners of his series’ canon. Each story comes complete with accompanying artwork from fan-favorite game artist LadyFiszi, who brings the horror to life in startling new ways. Readers beware: This collection of terrifying tales is enough to unsettle even the most hardened Five Nights at Freddy’s fans.

Avere un canale YouTube di successo è uno degli obiettivi più ambiti della nostra epoca, ma cosa ci racconta questo fenomeno? Quali domande ci pone? E soprattutto, in che modo la conoscenza di Youtube puo aiutare a ridurre la distanza tra generazioni? Partendo dalla sua esperienza di youtuber, l’autrice offre idee e strumenti utili a tutti coloro che desiderano comprendere più a fondo uno dei fenomeni più controversi dei nostri tempi, educatori e genitori compresi. Nel tentativo di non lasciar soli i giovani di fronte alle sfide comunicative del futuro proprio nel momento attuale, in cui i confini tra virtuale e reale stanno sempre più assottigliandosi.

Crea e anima le tue storie

Progetta giochi digitali

Critical Code Studies

Immagine in tempo reale

Storie, pratiche, teorie per una introduzione alla performance audiovisiva

The Connected Family

Bridging the Digital Generation Gap

Hello Ruby is the world’s most whimsical way to learn about computers, programming and technology. Includes activities for all future coders.

A continuation of 1994’s groundbreaking Cartoons, GianniAlberto Bendazzi’s Animation: A World History is the largest, deepest, most comprehensive text of its kind, based on the idea that animation is an art form that deserves its own place in scholarship. Bendazzi delves beyond just Disney, offering readers glimpses into the animation of Russia, Africa, Latin America, and other often-neglected areas and introducing over fifty previously undiscovered artists. Full of first-hand, never before investigated, and elsewhere unavailable information, Animation: A World History encompasses the history of animation production on every continent over the span of three centuries. Volume III catches you up to speed on the state of animation from 1991 to present. Although characterized by such trends as economic globalization, the expansion of television series, emerging markets in countries like China and India, and the consolidation of elitist auteur animation, the story of contemporary animation is still open to interpretation. With an abundance of first-hand research and topics ranging from Nickelodeon and Pixar to modern Estonian animation, this book is the most complete record of modern animation on the market and is essential reading for all serious students of animation history. Key Features Over 200 high quality head shots and film stills to add visual reference to your research Detailed information on hundreds of never-before researched animators and films Coverage of animation from more than 90 countries and every major region of the world Chronological and geographical organization for quick access to the information you’re looking for

Presents an invitation to informed and critical participation in the current debate on the role of digital technology in education and a comprehensive introduction to the most relevant issues in this debate. This book offers conceptual tools, ideas and insights for further research.

Examines the technical processes McLaren used in making his films and the oscillation shown between abstract and representational imagery

Concorso a cattedra 2020 Scuola primaria – Volume 1. Manuale integrato per la preparazione: prova preselettiva, prova scritta, prova orale

Animate Stories with Scratch!

L’esperienza dei TFA nelle discipline informatiche

A Reader in Developmental Psychology

Conceive, Construct, and Code Your Own Robots at Home or in the Classroom

Lifelong Kindergarten

Coding with Basher: Coding with Scratch

Lights...camera...action! Bring your LEGO minifigures to life with this beginner-friendly guide to stop-motion animation. Ten "Mini Movies" walk you through using your phone, tablet, or computer to make short, funny clips with step-by-step instructions. Set the stage with any of the six included background settings and thirty-six LEGO elements, including a pizza, banana, baseball cap, six minifigure heads, and more! Plus, learn the tricks of the trade as you dive into more advanced skills, such as lighting, sound effects, and camera angles. With these tips and tricks, every movie you make is guaranteed to be a successful smash hit.

Un aiuto per le insegnanti della scuola primaria , sul coding

“ The City of the Sun ” is a philosophical work by the Italian Dominican philosopher Tommaso Campanella. It is an important early utopian work. The book is presented as a dialogue between “a Grandmaster of the Knights Hospitaller and a Genoese Sea-Captain”. Inspired by Plato’s Republic and the description of Atlantis in Timaeus, it describes a theocratic society where goods, women and children are held in common. One of the most significant aspects of this community is the distribution of work. Once again Campanella engages in an explicit polemic with Aristotle, who had excluded artisans, peasants and those involved in manual labor from the category of full citizenship and from the highest levels of virtue.

Questo volume è il punto di arrivo di una serie di incontri del Gruppo di Lavoro “ Informatica e Scuola ” del GRIN presso diverse università italiane, riguardanti i TFA di tipo informatico (classe A042 e A033). L ’ ultimo di questi incontri si è tenuto il 21-22 febbraio 2014 presso il dipartimento di Informatica della Sapienza, ma da allora tale esperienza si è ulteriormente arricchita anche attraverso i relativi PAS. Esso contiene riflessioni generali sul ruolo che potrebbe svolgere l ’ informatica nella società à di oggi e nella preparazione dei giovani per la società à di domani, riferendo l ’ esperienza della preparazione degli insegnanti nelle diverse sedi italiane alla luce delle normative vigenti sia perì TFA che per il PAS, anche con riferimenti a quanto si fa all ’ estero. Si approfondiscono poi alcuni temi specifici della didattica dell ’ informatica con le loro possibilìt à e difficolt à .

Coding Games in Scratch

Coding e pensiero computazionale

Animazioni digitali con Scratch. Crea e anima le tue storie

Into the Pit (Five Nights at Freddy’s: Fazbear Frights #1)

Volume II: The Birth of a Style - The Three Markets

New Language Leader Elementary Coursebook for Pack

Volume III: Contemporary Times

Recently, technology and aging have been key research areas in human cognition. The Research Topic “ Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition ” investigated technology’s impact on cognitive and intellectual processes, highlighting how intensively technology can change and/or enhance the cognitive functioning throughout one ’ s lifespan. The aim of this Research Topic was to provide an outlook through multidisciplinary research and development while addressing the dynamic interaction of cognition, mind, and technology. Our scope was 1) to favor the cognitive technology debate, 2) to overcome the dichotomies of technology and psychology, 3) to emphasize the advances in knowledge and well-being. This Research Topic comprises review studies and original articles, focused on digital skills that enhance human potential. Transversal approaches and cross-sectorial analysis were encouraged, leading to investigation areas related to cognitive and mental processing—in educational, rehabilitation, clinical settings—across aging. Articles of high relevance to the Research Topic were submitted on the subjects of a) research in human performance and human factors, b) new research and technologies addressing the needs of a growing populace, and c) cognitive aging and cognitive rehabilitation research.

A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you’ll see how easy it is to add machine learning to your own projects. You don’t even need to know how to code! As you work through the book you’ll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You’ll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You’ll build 13 projects step-by-step from the ground up, including:
• Rock, Paper, Scissors game that recognizes your hand shapes
• An app that recommends movies based on other movies that you like
• A computer character that reacts to insults and compliments
• An interactive virtual assistant (like Siri or Alexa) that obeys commands
• An AI version of Pac-Man, with a smart character that knows how to avoid ghosts
NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+

A continuation of 1994 ’ s groundbreaking Cartoons, GianniAlberto Bendazzi ’ s Animation: A World History is the largest, deepest, most comprehensive text of its kind, based on the idea that animation is an art form that deserves its own place in scholarship. Bendazzi delves beyond just Disney, offering readers glimpses into the animation of Russia, Africa, Latin America, and other often-neglected areas and introducing over fifty previously undiscovered artists. Full of first-hand, never before investigated, and elsewhere unavailable information, Animation: A World History encompasses the history of animation production on every continent over the span of three centuries. Volume II delves into the decades following the Golden Age, an uncertain time when television series were overshadowing feature films, art was heavily influenced by the Cold War, and new technologies began to emerge that threatened the traditional methods of animation. Take part in the turmoil of the 1950s through 90s as American animation began to lose its momentum and the advent of television created a global interest in the art form. With a wealth of new research, hundreds of photographs and film stills, and an easy-to-navigate organization, this book is essential reading for all serious students of animation history. Key Features Over 200 high quality head shots and film stills to add visual reference to your research Detailed information on hundreds of never-before researched animators and films Coverage of animation from more than 90 countries and every major region of the world Chronological and geographical organization for quick access to the information you ’ re loo king for

Through using spoken language, people are able to think creatively and productively together. This ability to ‘ interthink ’ is an important product of our evolutionary history that is just as important for our survival today. Many kinds of work activity depend on the success of groups or teams finding joint solutions to problems. Creative achievement is rarely the product of solitary endeavour, but of people working within a collective enterprise. Written in an accessible and jargon-free style, Interthinking: putting talk to work explores the growing body of work on how people think creatively and productively together. Challenging purely individualistic accounts of human evolution and cognition, its internationally acclaimed authors provide analyses of real-life examples of collective thinking in everyday settings including workplaces, schools, rehearsal spaces and online environments. The authors use socio-cultural psychology to explain the processes involved in interthinking, to explore its creative power, but also to understand why collective thinking isn ’ t always productive or successful. With this knowledge we can maximise the constructive benefits of our ability to interthink, and understand the best ways in which we can help young people to develop, nurture and value that capability. This book will be of great interest to academic researchers, postgraduates and undergraduates on Education and Psychology courses and to practicing teachers. It will also appeal to anyone with an interest in language, creativity and the role of psychology in everyday life.

E questo tutti chiamano Informatica

Animazioni digitali con Scratch

Teachers for the Future

Hello World!

Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition

Piaget and His School

Use the wooden stylus to reveal hidden scenes in this third Harry Potter Scratch Magic book! Scenes are all about fighting Dark forces in Harry’s world (such as Dementors, Severus Snape, and even You-Know-Who himself!). Fight Dark forces with Harry, Ron, and Hermione in this interactive scratch art book. By using a wooden stylus, scratch the pages to draw your Patronus, learn how to defeat Boggarts, and discover how Lord Voldemort’s Horcruxes were destroyed. This fun and interactive Scratch Magic book comes with a wooden stylus. Includes tons of fun activities and drawing prompts, film-inspired Harry Potter art, and 20 bonus notebook pages at the end. This book provides hours of fun and is the perfect gift for any Harry Potter fan.

Discusses the advantages and pitfalls of using computers in childhood education, and suggests ways parents can help children who are more computer-literate than they

This book provides policy recommendations on how best to structure and organise systems for recognition of non-formal and informal learning and is based on an OECD review of 22 countries.

An argument that we must consider what for more than what it does—we must consider what it means. Computer source code has become part of popular discourse. Code is read not only by programmers but by lawyers, artists, pundits, reporters, political activists, and literary scholars; it is used in political debate, works of art, popular entertainment, and historical accounts. In this book, Mark Marino argues that code means more than merely what it does; we must also consider what it means. We need to learn to read code critically. Marino presents a series of case studies—ranging from the Climategate scandal to a hackivist art project on the US-Mexico border—as lessons in critical code reading. Marino shows how, in the process of its circulation, the meaning of code changes beyond its functional role to include connotations and implications, opening it up to interpretation and inference—and misinterpretation and reappropriation. The Climategate controversy, for example, stemmed from a misreading of a bit of placeholder code as a “smoking gun” that supposedly proved fabrication of climate data. A poetry generator created by Nick Montfort was remixed and reimaged by other poets, and subject to literary interpretation. Each case study begins by presenting a small and self-contained passage of code—by coders as disparate as programming pioneer Grace Hopper and philosopher Friedrich Kittler—and an accessible explanation of its context and functioning. Marino then explores its extra-functional significance, demonstrating a variety of interpretive approaches.

Mindstorms

The Film Work of Norman McLaren

A Project-Based Introduction to Artificial Intelligence

Creative Coding Activities for Kids

3ds Max 2012 Bible

The City of The Sun

How to Make Animated Films

Updated version of the bestselling 3ds Max book on the market 3ds Max 2012 Bible is one of the most popular 3ds Max how-tos on the market. If you’re a beginner just itching to create something right away, the Quick Start project in Part 1 is for you. If you’re an experienced user checking out 3ds Max 2012’s latest and greatest features, you’ll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application. Find using the tips, tricks, and techniques in this must-have guide. Don’t miss the 16-page color insert with examples from cutting-edge 3D artists, as well as the DVD packed with all kinds of extras. Loaded with expert advice, timesaving tips, and more than 150 step-by-step tutorials Highlights the work of some of today’s most cutting-edge 3D artists in a 16-page color insert Includes a companion DVD with all examples from the book, including unique models and texture that you can use in your own projects previous editions of the 3ds Max Bible, including a set of Quick Start tutorials if you want to gain 3ds Max 2012 skills, whether you’re just beginning or not. This is the book you need to succeed.

Scratch 3.0 has landed! Stay ahead of the curve with this fully updated guide for beginner coders. Coding is not only a highly sought-after skill in our digital world, but it also teaches kids valuable skills for life after school. This book teaches important strategies for solving problems, designing projects, and communicating ideas, all while creating games to play with their friends. Children will enjoy the step-by-step visual approach that makes even the most difficult coding concepts programming and learn to code through a blend of coding theory and the practical task of building computer games themselves. The reason coding theory is taught through practical tasks is so that young programmers don’t just learn how computer code works - they learn why it’s done that way. With Coding Games in Scratch, kids can build single and multiplayer platform games, create puzzles and memory games, race through mazes, ad animation, and more. It also supports Scratch Simple Steps - Improve Your Skills - Share Your Games! If you like playing computer games, why not create your own? Essential coding concepts are explained using eight build-along game projects. Coding Games In Scratch guides young coders step-by-step, using visual samples, easy-to-follow instructions, and fun pixel art. This coding book for kids has everything you need to build amazing Scratch 3.0 games, including thrilling racing challenges, zany platform games, and fiendish puzzles using the latest version of the popular programming language Scratch 3.0 in this new edition. Improve your coding skills and create your own games before remixing and customizing them. Share your games online and challenge friends and family to beat each other’s scores! In this book, you will: - Learn about setting the scene, what makes a good game and playability - Discover objects, rules, and goals - Explore hacks and tweaks, camera angles, fine-tuning and controls - And much more

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. Add Coding Projects in Scratch and Coding Projects in Python to your collection. The mBot robotics platform is a hugely popular kit because of the quality of components and price. With hundreds of thousands of these kits out there in homes, schools and makerspaces, there is much untapped potential. Getting Started with mBots is for non-technical parents, kids and teachers who want to start with a robust robotics platform and then take it to the next level. The heart of the mBot, the mCore is a powerful Arduino based microcontroller that can do many things.

Sadly the days of the traditional studio apprenticeship in animation are long gone but this book enables the reader to find the next best thing, watching and observing a Master Animator at work. Become Tony White’s personal animation apprentice, and experience the golden era of the great Disney and Warner Brothers studios right in your own home or studio. Tony White’s Animation Master Class is uniquely designed to cover the core principles of animated movement comprehensively.

excerpts of the author at his drawing board to illustrate the concepts as the work is being created. Tony White’s Animation Master Class offers secrets and unique approaches only a Master Animator could share. The book comes out of the author’s six years of real-world professional experience teaching animation, and 30 years of professional experience. Whether you want to become a qualified animator of 2D, 3D, Flash or any other form of animation, Tony White’s foundations

readers are not only taught principles and concepts in the book, they are able to see them demonstrated in action in the movies on the DVD.

Harry Potter: Hidden Dark Arts: Scratch Magic

Computer Programming for Kids and Other Beginners

Tony White’s Masterclass Course on the Traditional Principles of Animation

Animation: A World History

Children, Computers, And Powerful Ideas

Lego Make Your Own Movie

Creating Digital Animations

How lessons from kindergarten can help everyone develop the creative thinking skills needed to thrive in today’s society. In kindergartens these days, children spend more time with math worksheets and phonics flashcards than building blocks and finger paint. Kindergarten is becoming more like the rest of school. In Lifelong Kindergarten, learning expert Mitchel Resnick argues for exactly the opposite: the rest of school (even the rest of life) should be more like kindergarten. To thrive in today’s fast-changing world, people of all ages must learn to think and act creatively—and the best way to do that is by focusing more on imagining, creating, playing, sharing, and reflecting, just as children do in traditional kindergartens. Drawing on experiences from more than thirty years at MIT’s Media Lab, Resnick discusses new technologies and strategies for engaging young people in creative learning experiences. He tells stories of how children are programming their own games, stories, and inventions (for example, a diary security system, created by a twelve-year-old girl), and collaborating through remixing, crowdsourcing, and social media. He also tells stories of how adults are using technology to improve their lives and the lives of others (for example, a Halloween-themed game called Night at Dreary Castle, produced by more than twenty kids scattered around the world). By providing young people with opportunities to work on projects, based on their passions, in collaboration with peers, in a playful spirit, we can help them prepare for a world where creative thinking is more important than ever before.

Written by the founders of Silicon Valley’s the CodeSchool, Basher’s Coding With Scratch is a really useful step-by-step guide to basic programming that’s packed with quirky, colorful characters—from Variable and If/Then to Loop and Function—who will teach you how to make your very own apps with Scratch 3.0. Young readers will learn all the basics of programming, then put their knowledge to the test in a series of apps, before building their first actual computer game. Plus there are lots of fun challenges to try along the way! Combining Basher’s trademark and humorous illustration style with the very latest teachings on coding, Coding With Scratch is the ultimate step-by-step guide to mastering Scratch.

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.

Questo manuale offre un contributo alla preparazione del concorso per l’accesso all’insegnamento nella scuola primaria attraverso un itinerario articolato, al termine del quale il futuro docente è posto in grado di collocare l’azione delle Istituzioni scolastiche e la propria progettazione didattica nel quadro ordinamentale di riferimento e di coglierne la relazione con le Indicazioni nazionali, di disporre degli strumenti psicopedagogici e metodologici per costruire una lezione efficace, declinata sugli specifici bisogni educativi degli alunni e delle alunne, e di comprendere a pieno il ruolo che egli stesso può giocare nell’ottica del miglioramento dell’istituzione scolastica. In questa prospettiva, professionisti della scuola - dirigenti scolastici e docenti -, docenti universitari e ricercatori utilizzano il contesto organizzativo nel quale il futuro docente sarà inserito, ne delineano il profilo professionale, forniscono lo strumentario psicopedagogico che costituisce presupposto fondamentale della progettazione dell’attività didattica, portano l’attenzione sulle modalità di gestione efficace della classe e sulla creazione di un buon clima relazionale prevenendo l’insorgere del fenomeno del bullismo. Illustrano le metodologie più innovative in grado di rendere gli alunni e le alunne protagonisti del loro apprendimento, fornendo altresì spunti concreti per un proficuo utilizzo delle tecnologie nel processo di insegnamento/apprendimento.

Cultivating Creativity through Projects, Passion, Peers, and Play

I segreti della più grande saga postmoderna. Esalogia ed Expanded Universe

Concepts, Assessments, Subversions

Scratch Coding Cards

Interthinking: Putting Talk to Work

Hello Ruby: Adventures in Coding

Contexts, Policies and Practices

Tutto ciò di cui hai bisogno per realizzare mondi animati è un computer connesso a Internet, un account Scratch (gratuito) e i fantastici progetti contenuti in questo libro! Crea gli sfondi e anima i tuoi personaggi con pochi e semplici passi! Realizza un personaggio - Inizia dalla struttura stilizzata e poi aggiungi dettagli colorati. Crea un mondo - Realizza gli sfondi che ospiteranno i tuoi personaggi. Anima la tua storia - Aggiungi suoni e movimenti per trasformare il tuo progetto in un’animazione.

Hai mai pensato di creare da solo i tuoi videogiochi? Tutto ciò di cui hai bisogno è un computer connesso a Internet, un account Scratch (gratuito) e i fantastici progetti che troverai in questo libro! Solo pochi e semplici passi ti separano dai tuoi primi programmi e giochi! Ricrea un classico - Realizza un gioco basato sul mitico Pong. Occhio alla coda - Crea un serpente che continua ad allungarsi e manovralo sullo schermo. Salva il pianeta - Sbaraglia tutti gli invasori alieni.

Inhelder in her introduction. The reason for this unity is that explanatory adequacy can be attained only by exploring the formative and constructive aspects of development. To explain a psychologic reaction or a cognitive mechanism (at all levels, including that of scientific thought) is not simply to describe them, but to comprehend the processes by which they were formed; failing that, one can but note results without grasping their meaning. JEAN PIACET VI Man distinguishes himself from other creatures primarily by his abstract reasoning capacity and his ability to communicate his knowledge by highly complex symbolic processes. What is called "humanity" and progress is to a large degree a measure of his consciousness and the deployment of his creative potentials. There are few scientists who have explored the universe of cogni tion, and contributed to the understanding of the realm of knowledge, with greater genius, care, and scientific intuition than Jean Piaget and his longtime collaborator Barbel Inhelder. Professor Inhelder and her assistant Dr. Harold Chipman realized this book in spite of the heavy load of research, teaching, and administra tive duties in a rapidly expanding Institute. It is therefore a particular pleasure for me to present t this book.

Inspired by the real psychology study popularized by the New York Times and its "Modern Love" column, this contemporary YA is perfect for fans of Eleanor and Park. Two random strangers. Two secrets. Thirty-six questions to make them fall in love. Hildy and Paul each have their own reasons for joining the university psychology study that asks the simple question: Can love be engineered? The study consists of 36 questions, ranging from "What is your most terrible memory?" to "When did you last sing to yourself?" By the time Hildy and Paul have made it to the end of the questionnaire, they've laughed and cried and lied and thrown things and run away and come back and driven each other almost crazy. They've also each discovered the painful secret the other was trying so hard to hide. But have they fallen in love? Told in the language of modern romance -- texting, Q&A, IM -- and punctuated by Paul's sketches, this clever high-concept YA is full of humor and heart. As soon as you've finished reading, you'll be searching for your own stranger to ask the 36 questions. Maybe you'll even fall in love. Rights have sold in 19 territories!

Il sogno di Youtube. La più grande piattaforma video del mondo raccontata da una youtuber

100% Official LEGO Guide to Stop-Motion Animation

Game Programming in C++

36 Questions That Changed My Mind About You

Creating 3D Games

Media and Education in the Digital Age

Recognising Non-Formal and Informal Learning Outcomes, Policies and Practices

Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. Game Programming in C++ is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, Game Programming in C++ will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

Animazioni digitali con Scratch. Crea e anima le tue storieAnimazioni digitali con ScratchCrea e anima le tue storieHOEPLI EDITORE

Succede, in circostanze fortunate, che una tensione positiva della società, l'affacciarsi di nuove tecnologie, la voglia di un mondo migliore e l'entusiasmo della gioventù diventino ingredienti per generare magia. È esattamente ciò che accade nel 1977 con George Lucas e il suo Star Wars, l'opera che inizia la saga destinata a cambiare la storia del cinema. Qual è il segreto del suo successo planetario? Perché Lucas crea Luke Skywalker? Cos'è l'Expanded Universe? Come si realizza la spada laser? Cosa c'entrano i disegni animati con Star Wars? Quando nascono la computer animation e gli attori digitali? Per rispondere a queste e a tante altre domande Giorgio E. S. Ghisolfi analizza il complesso universo di Star Wars – costituito originalmente dall'esalogia e dall'Expanded Universe – e l'eclettica figura di George Lucas nei loro stretti legami con la società e la cultura del Novecento, con il cinema d'animazione, gli effetti speciali, l'arte e i significati simbolici. L'Epoca Lucas individua un momento fondamentale nella storia del cinema: quello che vede nell'incontro fra mitologia e informatica l'esordio del cinema postmoderno e del cinema digitale. Numerose immagini, una cronologia generale comparata, un esauriente glossario tecnico cinematografico e un'appendice sui primi due film prodotti sotto la gestione Disney completano il volume.

The easy way to start animating today! Creating Digital Animations is your ticket to learning animation! Learn how to animate your very own characters using Scratch—the free multimedia tool that lets you create interactive stories, games, and animations. Designed specifically for kids aged seven and up, this easy-to-follow, full-color guide introduces you to important game design concepts through three simple projects. Step-by-step instructions walk you through the four major phases of animation design, showing you how to turn your idea into a real animation with sound effects and more! You'll work just like the pros as you sketch out your main idea, add your own details, and develop a complete, workable character from scratch. If you're curious about coding, animation is the perfect place to start exploring. The Scratch platform doesn't require an actual programming language, but it gets you used to thinking like a programmer while you develop your very own animation. Short on rules but big on fun, this book is your friendly animation coach to get you started on the right foot. Use stick figures to design your characters' 'bones' Flesh out your design and animate movements Create scenes and background locations Add sound to take your animation to the next level Animation is fun! Building your own characters is exciting! And putting the finishing touches on your animation project shows you just how much you can learn while you play. Coding is a valuable skill that will serve you throughout school and beyond, and this book teaches you the basics in a way that leaves you hungry for more. Where will you take your new animation skills next?

Creating Digital Animations takes you on the first steps of your journey to wherever you want to go!

Machine Learning for Kids

Crea i tuoi videogiochi con Scratch

mBot for Makers

Teaching Reading in Europe

A Step-by-Step Visual Guide to Building Your Own Computer Games

Star wars - L'epoca Lucas

Outcomes, Policies and Practices

Examines the policies and procedures in 17 teacher education institutions and identifies the practices that exclude or discourage black students

L'autore intraprende un percorso di ricerca alla scoperta delle radici storiche della pratica di "suonare" le immagini dal vivo tipica del VJing e del live cinema. In questo viaggio indietro nel tempo ritrova parenti lontani dei contemporanei performer visuali in coloro che sin dall'inizio del XX secolo si sono interrogati sulle implicazioni che sussistono tra arti visive e musica. Le storie, le tecniche e le teorie circa le interconnessioni tra immagine in tempo reale e suono divengono le fondamenta per un'introduzione alle caratteristiche peculiari della performance audiovisiva.