Leveling Guide Maplestory 2013

Superman is the original superhero, an American icon, and arguably the most famous character in the world--and he's Jewish! Introduced in June 1938, the Man of Steel was created by two Jewish teens, Jerry Siegel, the son of immigrants from Eastern Europe, and Joe Shuster, an immigrant. They based their hero's origin story on Moses, his strength on Samson, his mission on the golem, and his nebbish secret identity on themselves. They made him a refugee fleeing catastrophe on the eve of World War II and sent him to tear Nazi tanks apart nearly two years before the US joined the war. In the following decades, Superman's mostly Jewish writers, artists, and editors continued to borrow Jewish motifs for their stories, basing Krypton's past on Genesis and Exodus, its society on Jewish culture, the trial of Lex Luthor on Adolf Eichmann's, and a future holiday celebrating Superman on Passover. A fascinating journey through comic book lore, American history, and Jewish tradition, this book examines the entirety of Superman's career from 1938 to date, and is sure to give readers a newfound appreciation for the Mensch of Steel!

A handy resource for beginning, intermediate, or advanced PowerPoint users, this three-panel guide features helpful time-saving hints so that you can get the most out of Microsoft's dynamic presentation software. Written to follow PowerPoint 2010 (and compatible with PowerPoint 2007), this guide includes helpful screen captures and icons, as well as clear and concise instructions.

A Canadian bestseller, now revised and updated! Discover how to: Put together everything your business needs, from furniture to staff Establish an online presence for your business Write a winning business plan Keep your books balanced Stay on the right side of tax authorities An enterprising guide to becoming your own boss Hey entrepreneurs! Got an idea and need some straightforward advice on how to turn your dream into a reality? Let two experts show you how to turn your ideas into gold. Covering every aspect of starting, building, staffing, and running your own show, whether you're starting from the ground up or buying a franchise, this book paves the way to small business success. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Principles of Cell Biology, Third Edition is an educational, eye-opening text with an emphasis on how evolution shapes organisms on the cellular level. Students will learn the material through 14 comprehensible principles, which give context to the underlying theme that make the details fit together.

Variety (November 1915); 40

Heart Failure: A Companion to Braunwald's Heart Disease E-Book

An Urban Approach To Climate Sensitive Design

English Unlimited B2 - Upper-Intermediate. Teacher's Pack with DVD-ROM

Volume 37

TB/BTR

??? ?As digital devices play a more critical role in daily life than ever, more opportunities arise for innovative learning technologies—a trend on full display in the Educational Media and Technology Yearbook for 2012. This latest edition, volume 37, from the Association for Education, Communication, and Technology (AECT) notes the most current trends in the field of learning design and technology, taking into account the implications for both formal and informal learning. The majority of articles train their focus on graduate and professional goals, including an analysis of doctoral programs in educational technology and new collaborative learning platforms. Library science is a featured component of this analysis and Library Science programs are featured prominently in this analysis. Mediagraphy and profiles of leaders in the field are also included.

The ultimate comprehensive social media reference book for any business looking to transform its marketing and operational strategies Realizing that social media is dramatically impacting businesses, customers, and everyone connected to them, the authors of The Social Media Bible have consulted with leading social media experts from companies and consulting firms, as well as New York Times bestselling authors nationwide, to assemble a content-rich social media bible that will help businesses increase revenues, improve profitability, and ensure relevance and competitiveness. The book outlines just what social media is, and how to harness its power to achieve a measurable competitive advantage in rapidly changing markets. It allows readers to build a functional knowledge base, and tap into the collaborative power of such social media applications as Facebook, Linked In, Twitter, MySpace, Flickr, and YouTube. The book is part reference, part how-to manual, and part business strategy. For corporate enterprises, small businesses, and nonprofits alike, the strategies in The Social Media Bible are practical, powerful, and effective ways to connect with customers, prospects, employees,

stakeholders, and collaborators. Packed with contributions from top names in the field covering virtually every major topic in social media, this is the perfect social media resource for businesses big and small. Lon Safko (Gilbert, AZ) is an innovator and professional speaker with over 20 years of experience in entrepreneurship, marketing, sales, strategic partnering, speaking, training, writing, and e-commerce. He is the founder of eight successful companies, including Paper Models, Inc. David K. Brake (Mesa, AZ) is the CEO and founder of Content Connections, a company that uses social networking strategies to help clients build economically viable relationships around their content.

Lucid, an innocent kitten, is stuck in the crossfire between two immortal enemies: the "Maus" of Amen-Ra and the "Nightmares" of Apep. As soon as Lucis is put into the spotlight, both armies focus on recruiting him...And thus begins the amazing series of Lucid, filled with hand-drawn illustrations, magic, ancient Egyptian gods and mythology, death and destruction, and one kitten with an unexplainable and powerful ability that could help save the world or destroy it.

Launching into new territory that the author hadn't mapped out when he embarked on the series, NEKOMONOGATARI (White) tells the tale of heroine Tsubasa Hanekawa from her own perspective, in her own voice—if that can hold true for a damaged soul who, depending on who you're asking, suffers from a split personality or a supernatural aberration. The bone-chilling brokenness of her household, where father and mother and daughter keep three separate sets of cookware in the same kitchen and only ever prepare their own meals, and the profound darkness nurtured in the genius schoolgirl's heart, come to life, if that is the word, through her self-vivisection. As for our customary unreliable narrator, Araragi, we seem to learn revealing tidbits about him now that we have an outside view of him at last, while his lady friends Senjogahara, Hachikuji, et al, freed from his predilection for proudly inane banter, show subtly new faces to us via their female interlocutor. Welcome to the Second Season.

Handbook of Game-Based Learning

Transmedia Foundations

The Social Media Bible

Entertainment Computing -- ICEC 2009

Making Sense of Life @/& SMU

Understanding the Basics

This stimulating volume assembles leading scholars to address issues in children's cognitive, academic, and social development through the lens of evolutionary psychology.Debates and controversies in the field highlight the potential value of this understanding, from basic early learning skills through emerging social relationships in adolescence, with implications for academic outcomes, curriculum development, and education policy.Children's evolved tendency toward play and exploration fuels an extended discussion on child- versus adult-directed learning, evolutionary bases are examined for young learners' moral development, and contemporary theories of learning and memory are viewed from an evolutionary perspective.Along the way, contributors' recommendations illustrate real-world uses of evolution-based learning interventions during key developmental years. Among the topics covered: The adaptive value of cognitive immaturity: applications of evolutionary developmental psychology to early education Guided play: a solution to the play versus learning dichotomy Adolescent bullying in schools: an evolutionary perspective Fairness: what it isn't, what it is, and what it might be for Adapting evolution education to a warming climate of teaching and learning The effects of an evolution-informed school environment on student performance and wellbeing Evolutionary Perspectives on Child Development and Education will interest researchers and graduate students working in diverse areas such as evolutionary psychology, cultural anthropology, human ecology, developmental psychology, and educational psychology. Researchers in applied developmental science and early education will also find it useful.

Best introduction in English to a great Japanese game. Detailed instructions provide valuable information on basic patterns, strategy, tactics, analyzed games. Used as text by generations of Americans, Japanese. 72 diagrams.

The Social Psychology of Nonverbal Communication gathers together leading nonverbal communication scholars from around the world to offer insight into a range of issues within the nonverbal literature with the aim to rethink current approaches to the subject.

Annotation A practical selection guide to help engineers and technicians choose the mot efficient surface hardening techniques that offer consistent and repeatable results. Emphasis is placed on characteristics such as processing temperature, case/coating thickness, bond strength, and hardness level obtained. The advantages and limitations of the various thermochemical, thermal and coating/surface modification technologies are compared

David Benjamin Sherry: Pink Genesis

Role-Playing Game Studies

Accounts Journal

Is Superman Circumcised?

Achtung-Panzer!

The Wafflehoffers

Account of college students of Singapore Management University.

Great Grandpa Bunny Bunny teaches the rabbits of Bunnyville how to prepare for spring.

In this engaging oral history, Doug Williams, Anishinaabe elder, teacher and mentor to Leanne Betasamosake Simpson, recounts the history of the Michi Saagiig Nisnaabeg, tracing through personal and historical events, and presenting what manifests as a crucial historical document that confronts entrenched institutional narratives of the history of the region. Edited collaboratively with Simpson, the book uniquely retells pivotal historical events that have been conventionally unchallenged in dominant historical narratives, while presenting a fascinating personal perspective in the singular voice of Williams, whose rare body of knowledge spans back to the 1700s. With this wealth of knowledge, wit and storytelling skill, Williams recounts key moments of his personal history, connecting them to the larger history of the Anishinaabeg and other Indigenous communities.

The need to respond to the rapidly changing city climate is particularly urgent in the tropics where the urban transition is currently at its peak. While the need is clearly felt by the tropical urban dwellers, texts that provide an overview of the problem and indicate possible design solutions are rare. This comprehensive reference will be welcomed by student and practising architects as well as other built envronment professionals engaged with the environmental effects of building in worldwide warm and humid climates.

Developing Autonomous Bots for Online Games

Game Hacking

A Blueprint for Choosing the Best School for You

Go and Go-Moku

Grandpa Bunny

Surface Hardening of Steels

An Introduction to Game Studies is the first introductory textbook for students of game studies. It provides a conceptual overview of the cultural, social and economic significance of computer and video games and traces the history of game culture and the emergence of game studies as a field of research. Key concepts and theories are illustrated with discussion of games taken from different historical phases of game culture. Progressing from the simple, yet engaging gameplay of Pong and text-based adventure games to the complex virtual worlds of contemporary online games, the book guides students towards analytical appreciation and critical engagement with gaming and game studies. Students will learn to: - Understand and analyse different aspects of phenomena we recognise as 'game' and play' - Identify the key developments in digital game design through discussion of action in games of the 1970s, fiction and adventure in games of the 1980s, three-dimensionality in games of the 1990s, and social aspects of gameplay in contemporary online games - Understand games as dynamic systems of meaning-making - Interpret the context of games as 'culture' and subculture - Analyse the relationship between technology and interactivity and between 'game' and 'reality' - Situate games within the context of digital culture and the information society With further reading suggestions, images, exercises, online resources and a whole chapter devoted to preparing students to do their own game studies project, An Introduction to Game Studies is the complete toolkit for all students pursuing the study of games. The companion website at www.sagepub.co.uk/mayra contains slides and assignments that are suitable for self-study as well as for classroom use. Students will also benefit from online resources at www.gamestudiesbook.net, which will be regularly blogged and updated by the author. Professor Frans Mäyrä is a Professor of Games Studies and Digital Culture at the Hypermedia Laboratory in the University of Tampere, Finland.

This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player-character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

Up-to-date, authoritative and comprehensive, Heart Failure, 4th Edition, provides the clinically relevant information you need to effectively manage and treat patients with this complex cardiovascular problem. This fully revised companion to Braunwald's Heart

Disease helps you make the most of new drug therapies such as angiotensin receptor neprilysin inhibitors (ARNIs), recently improved implantable devices, and innovative patient management strategies. Led by internationally recognized heart failure experts Dr. G. Michael Felker and Dr. Douglas Mann, this outstanding reference gives health care providers the knowledge to improve clinical outcomes in heart failure patients. Focuses on a clinical approach to treating heart failure, resulting from a broad variety of cardiovascular problems. Covers the most recent guidelines and protocols, including significant new updates to ACC, AHA, and HFSA guidelines. Covers key topics such as biomarkers and precision medicine in heart failure and new data on angiotensin receptor neprilysin inhibitors (ARNIs). Contains four new chapters: Natriuretic Peptides in Heart Failure; Amyloidosis as a Cause of Heart Failure; HIV and Heart Failure; and Neuromodulation in Heart Failure. Covers the pathophysiological basis for the development and progression of heart failure. Serves as a definitive resource to prepare for the ABIM's Heart Failure board exam. 2016 British Medical Association Award: First Prize, Cardiology (3rd Edition).

This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

The History of Curve Lake First Nation

The Complete Jewish History of the World's Greatest Hero

A Practical Guide for the Clueless

Strategies for the Tropics

The Social Psychology of Nonverbal Communication

Canadian Small Business Kit For Dummies

A new picture hung on the wall that caught Maple's eye. "That's not me in that picture, is it?" she asked. "No, that's your grandma Wafflehoffer when she was about your age. That picture was taken when she won first place in the Junior Waffle Baking Competition at the County Fair," replied Mama as she straightened the picture frame. Maple smiled at the picture then stood perfectly still for a moment. I wonder if I could win the Junior Waffle Baking Competition? Maple Wafflehoffer tries her best to uphold the family tradition of being the best waffle maker in the county when she enters the junior waffle-baking competition at the fair. At the beginning of the story, we see Maple as a little selfish and unsure of herself. But by the end, she shows us the meaning of being gracious and determined.

"McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world-from social problems like depression and obesity to global issues like poverty and climate change-and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

A great companion to I'm Lovin' Lit Practice & Assess: Grammar, the I'm Lovin' Lit Interactive Grammar Notebook for grades 4-8 is the perfect hands-on addition to any language arts curriculum. This customizable resource allows teachers to format lessons to how each student learns best. The templates and lessons in this book help make teaching grammar skills like sentence building, clauses, parts of speech, punctuation, and more a hands-on experience that engages students and actively involves them in the learning process. This valuable note-taking addition to the classroom offers students a trusted resource to refer to throughout the year. The I'm Lovin' Lit series features comprehensive lessons and activities that are created to reach a variety of learning styles. Targeted for upper elementary and middle-school students, this series offers teachers an essential tool to help them teach engaging subject matter with confidence. Designed to work with an existing curriculum, I'm Lovin' Lit includes comprehensive lessons and activities, photos, and complete assembly instructions.

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Michi Saagiig Nishnaabeg

Lucid's Dream

Educational Media and Technology Yearbook

An Introduction to Game Studies

The CRPG Book: A Guide to Computer Role-Playing Games

Potential, Promises and Pitfalls

A comprehensive introduction to the latest research and theory on learning and instruction with computer games. This book offers a comprehensive introduction to the latest research on learning and instruction with computer games. Unlike other books on the topic, which emphasize game development or best practices, Handbook of Game-Based Learning is based on empirical findings and grounded in psychological and learning sciences theory. The contributors, all leading researchers in the field, offer a range of perspectives, including cognitive, motivational, affective, and sociocultural. They explore research on whether (and how) computer games can help students learn educational content and academic skills; which game features (including feedback, incentives, adaptivity, narrative theme, and game mechanics) can improve the instructional effectiveness of these games; and applications, including games for learning in STEM disciplines, for training cognitive skills, for workforce learning, and for assessment. The Handbook offers an indispensable reference both for readers with practical interests in designing or selecting effective game-based learning environments and for scholars who conduct or evaluate research in the field. It can also be used in courses related to play, cognition, motivation, affect, instruction, and technology. Contributors Roger Azevedo, Ryan S. Baker, Daphne Bavelier, Amanda E. Bradbury, Ruth C. Clark, Michele D. Dickey, Hamadi Henderson, Bruce D. Homer, Fengfeng Ke, Younsu Kim, Charles E. Kinzer, Eric Klopfer, James C. Lester, Kristina Loderer, Richard E. Mayer, Bradford W. Mott, Nicholas V. Mudrick, Brian Nelson, Frank Nguyen, V. Elizabeth Owen, Shashank Pawar, Reinhard Pekrun, Jan L. Plass, Charles Raffale, Jonathon Reinhardt, C. Scott Rigby, Jonathan P. Rowe, Richard M. Ryan, Ruth N. Schwartz, Quinnipiac Valerie J. Shute, Randall D. Spain, Constance Steinkuehler, Frankie Tam, Michelle Taub, Meredith Thompson, Steven L. Thorne, A. M. Tsaasan

Digital games offer enormous potential for learning and engagement in mathematics ideas and processes. This volume offers multidisciplinary perspectives—of educators, cognitive scientists, psychologists and sociologists—on how digital games influence the social activities and mathematical ideas of learners/gamers. Contributing authors identify opportunities for broadening current understandings of how mathematical ideas are fostered (and embedded) within digital game environments. In particular, the volume advocates for new and different ways of thinking about mathematics in our digital age—proposing that these mathematical ideas and numeracy practices are distinct from new literacies or multiliteracies. The authors acknowledge that the promise of digital games has not always been realised/fulfilled. There is emerging, and considerable, evidence to suggest that traditional discipline boundaries restrict opportunities for mathematical learning. Throughout the book, what constitutes mathematics learnings and pedagogy is contested. Multidisciplinary viewpoints are used to describe and understand the potential of digital games for learning mathematics and identify current tensions within the field. Mathematics learning is defined as being about problem solving; engagement in mathematical ideas and processes; and social engagement. The artefact, which is the game, shapes the ways in which the gamers engage with the social activity of gaming. In parallel, the book (as a textual artefact) will be supported by Springer's online platform—allowing for video and digital communication (including links to relevant websites) to be used as supplementary material and establish a dynamic communication space.

Emily Wyatt wants to save the world. Or at least take some seriously bad guys down. But with a chip on her shoulder and betrayal in her past, she might be her own worst enemy. Fresh from military life, she's haunted by the loss of her hero father who she looked up to all her life, and is still sore from the treachery of her mentor who stabbed her in the back when she first joined the FBI. Now Emily must put it all on the line to go undercover as an assassin to infiltrate The Outfit, a notorious international crime syndicate that has eluded law enforcement around the world. But in this game, her targets are as likely to be law enforcement as rival criminals. Does Emily have what it takes to work her way up into the innermost circle and reveal who the big bosses are? Or will her conscience betray her too? A Simple Kill is a stand-alone novel by best-selling thriller author Nolon King. Nolon loves exploring big questions and moral quandaries. How far would you go to cover up an honest mistake? Would you destroy your career to protect your family? How much of your soul would you sacrifice to exact revenge? Get A Simple Kill today.

The study of biofilm considers the close association of micro-organisms with each other at interfaces and is relevant to a variety of disciplines, including medicine, dentistry, bioremediation, biofouling, water technology, engineering and food science. Although the habitats studied differ widely, some common elements exist such as method of attachment, coadhesion and regulation of biofilm phenotype and architecture. This book aims to distil the common principles of biofilm physiology and growth for all interested disciplines.

Rip (Due Date) My Social Life

Playing the Field

Why Games Make Us Better and How They Can Change the World

8th International Conference, ICEC 2009, Paris, France, September 3-5, 2009, Proceedings

Principles of Cell Biology

Reality Is Broken

American Studies has only gradually turned its attention to video games in the twenty-first century, even though the medium has grown into a cultural industry that is arguably the most important force in American and global popular culture today. There is an urgent need for a substantial theoretical reflection on how the field and its object of study relate to each other. This anthology, the first of its kind, seeks to address this need by asking a dialectic question: first, how may American Studies apply its highly diverse theoretical and methodological tools to the analysis of video games, and second, how are these theories and methods in turn affected by the games? The eighteen essays offer exemplary approaches to video games from the perspective of American cultural and historical studies as they consider a broad variety of topics: the US-American games industry, Puritan rhetoric, cultural geography, mobility and race, urbanity and space, digital sports, ludic textuality, survival horror and the eighteenth-century novel, gamer culture and neoliberalism,

terrorism and agency, algorithm culture, glitches, theme parks, historical guilt, visual art, sonic meaning-making, and nonverbal gameplay.
You don't need to be a wizard to transform a game you like into a game you love. Imagine if you could give your favorite PC game a more informative heads-up display or instantly collect all that loot from your latest epic battle. Bring your knowledge of Windows-based development and memory management, and Game Hacking will teach you what you need to become a true game hacker. Learn the basics, like reverse engineering, assembly code analysis, programmatic memory manipulation, and code injection, and hone your new skills with hands-on example code and practice binaries. Level up as you learn how to: –Scan and modify memory with Cheat Engine –Explore program structure and execution flow with OllyDbg –Log processes and pinpoint useful data files with Process Monitor –Manipulate control flow through NOPing, hooking, and more –Locate and dissect common game memory structures You'll even discover the secrets behind common game bots, including: –Extrasensory perception hacks, such as wallhacks and heads-up displays –Responsive hacks, such as autohealers and combo bots –Bots with artificial intelligence, such as cave walkers and automatic looters Game hacking might seem like black magic, but it doesn't have to be. Once you understand how bots are made, you'll be better positioned to defend against them in your own games. Journey through the inner workings of PC games with Game Hacking, and leave with a deeper understanding of both game design and computer security.
Rip (Due Date) My Social LifeAccounts JournalIndependently Published
Natalie Shapero spars with apathy, nihilism, and mortality, while engaging the rich territory of the 30s and new motherhood
College Match
Community Structure and Co-operation in Biofilms
Hard Child
Tactics, Tools, and Strategies for Business Success
The Power of ICT Policies
NEKOMONOGATARI (WHITE)

If you want to personally keep track of your monthly expense, all you need is a journal that guarantees convenience. This is easy to fill out so you can keep your budget in order. It is a simple, old-fashioned accounting tool to keep accurate bookkeeping records and will help you work more efficiently, smarter and better at tracking expenses. It has ample room for writing the Date, Description, Reference, Debit and Credit. Whether you run a farm, an entrepreneur, a corporate professional, head of a busy household, a business traveler or a student, this is the perfect journal for you!
This book constitutes the thoroughly refereed proceedings of the 8th International Conference on Entertainment Computing, ICEC 2009, held in Paris, France, in September 2009, under the auspices of IFIP. The 14 revised long papers, 19 short papers and 23 poster papers and demos presented were carefully reviewed and selected from 105 submissions for inclusion in the book. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science.
This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.
Digital Games and Mathematics Learning
Transforming Education
Evolutionary Perspectives on Child Development and Education
Powerpoint Tips & Tricks
The Mysterious Storm (Book 1 Albie Monjoran Series)