

1. Record Nr.	UNINA9910450867803321
Autore	Robbins Sarah
Titolo	Second Life for dummies [[electronic resource] /] / by Sarah Robbins and Mark Bell
Pubbl/distr/stampa	Hoboken, NJ, : Wiley Publishing, c2008
ISBN	0-470-27723-8
Edizione	[1st edition]
Descrizione fisica	1 online resource (338 p.)
Collana	--For dummies
Altri autori (Persone)	BellMark R
Disciplina	793.9 794.8
Soggetti	Second Life (Game) Computer games Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes index.
Nota di contenuto	Second Life For Dummies; About the Authors; Dedication; Authors' Acknowledgments; Table of Contents; Part I: Second Life Overview and Basics; Chapter 1: The Meaning of (Second) Life; Chapter 2: Tweaking Your System: Adjusting Your Computer to Best Run Second Life; Chapter 3: Starting Your Second Life; Chapter 4: Navigating the Second Life Interface and World; Part II: Living Your Second Life - Exploring and Socializing; Chapter 5: Creating Your Second Life Persona; Chapter 6: Jumping into the Conversation: Express Yourself; Chapter 7: Getting a Social Second Life Chapter 8: Staying in Your Second Life Comfort ZonePart III: Inventory, Cash, and Land; Chapter 9: Becoming Materialistic with Your Second Life Inventory; Chapter 10: Understanding the Second Life Economy; Chapter 11: Spending Your Cash in Second Life; Chapter 12: Staking Your Claim in Second Life; Part IV: Building and Customizing; Chapter 13: Building Basics; Chapter 14: Taking Your Building Skills to the Next Level; Chapter 15: The Clothes Make the Avatar: Creating Your Own Clothing; Chapter 16: Making a Statement with Poses, Animations, and Gestures Part V: Real Life Opportunities in Second LifeChapter 17: Getting Paid in Second Life ( It's Not Easy); Chapter 18: Bringing Big Business to Second Life; Chapter 19: Education in Second Life; Part VI: The Part of Tens;

Sommario/riassunto

You've heard all about Second Life. Maybe you've already jumped with both feet-and gotten stuck. Or maybe you're a Second Life veteran who wants to build something or run a business. Fear not! Second Life For Dummies is here to hold your hand, pat your back, and cheer you on through this new and enchanting reality. Written by a pair of Second Life old timers, this easy-to-use, flip-and-find guide is packed with expert advice, seasoned insight, and handy tips and tricks to get you moving fast. You'll find out how to set up your account, create an avatar, meet people and socialize, and

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UNINA9910467399203321

Autore

Taddei Laura McLaughlin

Titolo

Nurturing young innovators : cultivating creativity in the classroom, home and community // by Laura McLaughlin Taddei and Stephanie Smith Budhai

Pubbl/distr/stampa

Portland, Oregon ; ; Arlington, Virginia : , : International Society for Technology in Education, , [2017]  
©2017

ISBN

1-56484-635-0

Descrizione fisica

1 online resource (xix, 161 pages) : illustrations

Disciplina

370.157

Soggetti

Creative thinking - Study and teaching (Elementary)  
Information technology - Study and teaching (Elementary)  
Activity programs in education  
Electronic books.

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