

1. Record Nr.	UNINA9910784243603321
Autore	Shaffer David Williamson
Titolo	How computer games help children learn [[electronic resource] ] / David Williamson Shaffer ; foreword by James Paul Gee
Pubbl/distr/stampa	New York, N.Y. ; ; Basingstoke, : Palgrave Macmillan, 2007
ISBN	1-281-36149-6 9786611361495 0-230-60199-5
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (257 p.)
Classificazione	76.31
Disciplina	371.334
Soggetti	Career education - Computer-assisted instruction Vocational guidance - Computer-assisted instruction Video games Learning, Psychology of Virtual reality in education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Contents; Foreword; Introduction; Chapter One. Epistemology: The Debating Game; Chapter Two. Knowledge: Digital Zoo; Chapter Three. Skills: Escher's World; Chapter Four. Values: The Pandora Project; Chapter Five. Identity: science.net; Chapter Six. The future: Urban Science; Notes; Bibliography; Index; Acknowledgments
Sommario/riassunto	How can we make sure that our children are learning to be creative thinkers in a world of global competition - and what does that mean for the future of education in the digital age? David Williamson Shaffer offers a fresh and powerful perspective on computer games and learning. How Computer Games Help Children Learn shows how video and computer games can help teach children to build successful futures - but only if we think in new ways about education itself. Shaffer shows how computer and video games can help students learn to think like engineers, urban planners, journalists, lawyers, and other innovative professionals, giving them the tools they need to survive in a changing world. Based on more than a decade of research in technology, game science, and education, How Computer Games Help

Children Learn revolutionizes the ongoing debate about the pros and cons of digital learning.

2. Record Nr.	UNICAMPANIAVAN0254294
Autore	Kellogg, Oliver D.
Titolo	Foundations of potential theory / by Oliver Dimon Kellogg
Pubbl/distr/stampa	Berlin, : Springer, 1929
Titolo uniforme	Foundations of potential theory
Descrizione fisica	ix, 384 p. ; 24 cm
Soggetti	31-XX - Potential theory [MSC 2020] 78A30 - Electro- and magnetostatics [MSC 2020] 31Axx - Two-dimensional potential theory [MSC 2020] 31Bxx - Higher-dimensional potential theory [MSC 2020] 33C55 - Spherical harmonics [MSC 2020]
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia