1.	Record Nr.	UNINA9910808403003321
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	Titolo	Scratch 2.0 beginner's guide : create digital stories, games, art, and animations through six unique projects / / Michael Badger ; Ross Manges, cover image
	Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2014 ©2014
	ISBN	1-78216-073-6
	Edizione	[Second edition.]
	Descrizione fisica	1 online resource (296 p.)
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	Soggetti	Video games - Programming Scratch (Computer program language) Visual programming languages (Computer science)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Welcome to Scratch 2.0; About Scratch; Encouraging everyone to think programmatically; Sample Scratch uses; Computational thinking; Finding a project for you; Making animations; Telling stories; Building games; Programming games of chance; Creating art projects; Sensing the real world; Programming concepts; Using Scratch 2.0; Looking inside a Scratch project; The stage area; The sprites pane; The scripts area; The built-in image editor; Using Scratch 2.0 offline Encountering Scratch 1.4Tinkering encouraged; Summary; Chapter 2: A Quick Start Guide to Scratch; Joining the Scratch community; Time for action - creating an account on the Scratch website; Time for action - understanding the key features of your account; Abiding by the terms of use; Creating projects under Creative Commons licenses; Finding free media online; Taking our first steps in Scratch; Time for action - moving the cat across the stage; Using events to trigger an action; Time for action - animating a walking motion with the cat; Understanding the basics of a Scratch Project Saving early, often, and automaticallyTime for action - saving our work; Undoing a deletion; Introducing forever loops; Time for action - setting

the cat in motion, forever; Controlling a sprite with loops; Time for action - flipping the cat right-side up; Clicking on a block runs the command; Adding sprites to the project; Time for action - adding a second sprite and script; Reviewing a video-sensing project; Time for action - reviewing pop the balloon - video starter; Sensing video; Summary; Chapter 3: Creating an Animated Birthday Card; Introducing the paint editor

Time for action - painting a happy birthday spriteChanging the size of a bitmap image; Choosing bitmap or vector images; Time for action - drawing a vector image; Changing the size of the vector image; Reviewing the image editing tools; Erasing in the vector mode; Filling the stage with color; Time for action - using the fill with color tool to paint the stage; Adding gradients; Time for action - applying a gradient; Time for action - adding more sprites to address the card; Initializing a sprite's starting values; Time for action - hiding all sprites when the flag is clicked

Time for action - displaying happy birthdaySpecifying memorable names and comments; Time for action - renaming sprites; Inserting comments into our code; Time for action - adding comments to a script; Transforming sprites with graphical effects; Time for action - transforming sprites; Graphical transformations; Comparing the repeat and forever blocks; Time for action - turning m in a circle; Time for action - making a sprite fade in with the ghost effect; Two ways to control timing; Summary; Chapter 4: Creating a Scratch Story Book; Designing the outline of a barnyard joke book

Time for action - designing a clickable table of contents

Sommario/riassunto	The book uses step-by-step instructions along with full code listings for each exercise. After each exercise, the author pauses to reflect, explain, and offer insights before building on the project.The author approaches the content with the belief that we are all teachers and that you are reading this book not only because you want to learn, but because you want to share your knowledge with others. Motivated students can pick up this book and teach themselves how to program because the book takes a simple, strategic, and structured approach to learning Scratch.Parents can grasp the fundamenta

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Autore	Oliver Chris
Titolo	Introducing RDA : a guide to the basics after 3R / / Chris Oliver
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ISBN	0-8389-4861-8 9780838948613 9780838919088 9780838948880
Edizione	[2nd edition.]
Descrizione fisica	1 online resource (181 pages)
Collana	ALA Editions special reports
Disciplina	025.32
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Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Cover -- Title Page -- Copyright Page -- Contents -- Preface -- Acknowledgments -- List of Abbreviations -- 1. What Is RDA? -- 1.1. The 3R Project -- 1.2. Based on a Theoretical Framework -- 1.3. Designed for the Digital Environment -- 1.4. A Global Standard Appropriate for Use in Many Contexts -- 1.5. Impact -- 2. RDA: An International Standard -- 2.1. Alignment with International Principles, Models, and Standards -- 2.2. Capacity for Use in an International Context -- 2.3. Integration of Translations and the Translation Workflow -- 2.4. Shared Governance -- 3. The IFLA Bibliographic Conceptual Models -- 3.1. Overview of FRBR, FRAD, and FRSAD -- 3.2. IFLA Library Reference Model -- 3.3. Role of the Models -- 4. RDA's Background: Evolution from AACR2 into RDA -- 4.1. Building on the Foundations of AACR -- 4.2. Deconstruction of AACR2 -- 4.3. Continuity with AACR2 -- 4.4. Moving away from AACR2 -- 5. RDA: Some Key Aspects -- 5.1. Focus on the User -- 5.2. Structure of RDA -- 5.3. Content and Carrier -- 5.4. RDA Elements -- 5.5. Aggregates -- 5.6. Shortcuts -- 5.7. Nomen -- 5.8. New Ways of Thinking about Resource Description -- 5.9. Summary -- 6. Using RDA -- 6.1. Navigation in the RDA Toolkit -- 6.2. Recording Methods -- 6.3. Element Reference -- 6.4. Condition/Option -- 6.5. Encoding Schemes:

Sommario/riassunto	Explains what RDA is, its basic features, and the main factors in its development; describes RDA's relationship to the international standards and models that continue to influence its evolution; provides an overview of the latest developments, focusing on the impact of the 3R Project, the results of aligning RDA with IFLA's Library Reference Model (LRM), and the outcomes of internationalization; illustrates how information is organized in the post 3R Toolkit and explains how to navigate through this new structure; and discusses how RDA continues to enable improved resource discovery both in traditional and new applications, including the linked data environment.