1.	Record Nr.	UNINA9910957014303321
	Autore	Shaffer David Williamson
	Titolo	How Computer Games Help Children Learn / / by D. Shaffer
	Pubbl/distr/stampa	New York : , : Palgrave Macmillan US : , : Imprint : Palgrave Macmillan, , 2006
	ISBN	9786611361495
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	Edizione	[1st ed. 2006.]
	Descrizione fisica	1 online resource (257 p.)
	Classificazione	76.31
	Disciplina	371.334
	Soggetti	Educational technology
		Education
		Personality
		Difference (Psychology)
		Education and state
		Teachers - Training of
		Computers and civilization
		Digital Education and Educational Technology
		Personality and Differential Psychology
		Educational Policy and Politics
		Teaching and Teacher Education
		Computers and Society
	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. | UNINA990007460960403321 |
| Autore | Canoba, Carlos A. |
| Titolo | Utilizacion en geologia de las imagenes landsat / Carlos Canoba |
| Pubbl/distr/stampa | Rosario, : Repubblica Argentina, 1977 |
| Descrizione fisica | 33 p. ; 26 cm |
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| Collocazione | MISC. C 185 |
| Lingua di pubblicazione | Italiano |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |