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Autore	VERGILIUS MARO, Publius
Titolo	Georgiche / Virgilio ; introduzione di Gian Biagio Conte ; testo, introduzione e note a cura di Alessandro Barchiesi
Pubbl/distr/stampa	Milano : A. Mondadori, 1989
ISBN	88-04-36547-1
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Livello bibliografico	Monografia
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2. Record Nr.	UNINA9910958834803321
Autore	Sakr Mona
Titolo	Digital technologies in early childhood art : enabling playful experiences / / Mona Sakr
Pubbl/distr/stampa	London ; ; New York : , : Bloomsbury Academic, , 2017
ISBN	9781474271950 1474271952 9781474271899 1474271898
Descrizione fisica	1 online resource (211 pages) : illustrations
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Soggetti	Art - Study and teaching (Early childhood) Computer art - Study and teaching (Early childhood) Early childhood education - Activity programs
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Machine generated contents note: -- 1. Introduction: Digital Technologies in Early Childhood Art -- 2. Early Years Practitioners' Concerns about Digital Art-Making -- 3. Remix and Mash-Up: Playful Interactions with Digital Visual Culture -- 4. Collaborative Creativity: Forms of Social Engagement during Digital Art-Making -- 5. Affective Alignments and Moments of Meeting in Child-Parent Digital Art-Making -- 6. Sensory Experience: Stimulation, or Lack Thereof, during Digital Art-Making -- 7. Distributed Ownership: How the Digital Can Shake up Notions of the Individual and 'Self-Expression' -- 8. Intentionality in Digital Art-Making -- 9. Conclusions: Enabling Playful Experiences -- References -- Index.
Sommario/riassunto	"Explores how young children make art with digital technologies, their experience of digital art-making and what can be done to make such experiences playful and creative"-- "Through art children make sense of their experiences and the world around them. Drawing, painting, collage and modelling are open-ended and playful processes through which children engage in physical exploration, aesthetic decision-making, identity construction and social

understanding. As digital technologies become increasingly prevalent in the lives of young children, there is a pressing need to understand how digital technologies shape important experiences in early childhood, including early childhood art. Mona Sakr shows the need to consider how particular dimensions of the art-making process are changed by the use of digital technologies and what can be done by parents, practitioners and designers to enable children to adopt playful and creative practices in their interactions with digital technologies. Incorporating different theoretical perspectives, including social semiotics and posthumanism, and drawing on various research studies, this book highlights how children engage with different facets of art-making with digital technologies including: remix and mash-up; distributed ownership; imagined audiences and changed sensory and social interactions."--

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