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On Line Planning: Towards Creative Problem-solving Cengage Learning

Online Harassment is one of the most serious problems in social media. To address it requires understanding the forms harassment takes, how it impacts the targets, who harasses, and how technology that stands between users and social media can stop harassers and protect users. The field of Human-Computer Interaction provides a unique set of tools to address this challenge. This book brings together experts in theory, socio-technical systems, network analysis, text analysis, and machine learning to present a broad set of analyses and applications that improve our understanding of the harassment problem and how to address it. This book tackles the problem of harassment by addressing it in three major domains. First, chapters explore how harassment manifests, including extensive analysis of the Gamer Gate incident, stylistic features of different types of harassment, how gender differences affect misogynistic harassment. Then, we look at the results of harassment, including how it drives people offline and the impacts it has on targets. Finally, we address techniques for mitigating harassment, both through automated detection and filtering and interface options that users control. Together, many branches of HCI come together to provide a comprehensive look at the phenomenon of online harassment and to advance the field toward effective human-oriented solutions.

Technology Leadership in Teacher Education: Integrated Solutions and Experiences IGI Global

The Illustrated Series Soft Skills titles are designed to make it easy to teach students the essential soft skills necessary to succeed in today's competitive workplace. Each book and companion CourseMate cover 40 critical skills, providing students with extensive knowledge they can bring with them into the real world. CourseMate brings each text to life with an audio visual eBook, scenario videos, access to Career Transitions, interactive activities for reinforcement, and Engagement Tracker, a first-of-its-kind tool that monitors student engagement in the course! Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

ECGBL2015-9th European Conference on Games Based Learning Harvard Business Review Press

Classical Mechanics: A Computational Approach with Examples using Python and Mathematica provides a unique, contemporary introduction to classical mechanics, with a focus on computational methods. In addition to providing clear and thorough coverage of key topics, this textbook includes integrated instructions and treatments of computation. Full of pedagogy, it contains both analytical and computational example problems within the body of each chapter. The example problems teach readers both analytical methods and how to use computer algebra systems and computer programming to solve problems in classical mechanics. End-of-chapter problems allow students to hone their skills in problem solving with and without the use of a computer. The methods presented in this book can then be used by students when solving problems in other fields both within and outside of physics. It is an ideal textbook for undergraduate students in physics, mathematics, and engineering studying classical mechanics. Features: Gives readers the "big picture" of classical mechanics and the importance of computation in the solution of problems in physics Numerous example problems using both analytical and computational methods, as well as explanations as to how and why specific techniques were used Online resources containing specific example codes to help students learn computational methods and write their own algorithms A solutions manual is available via the Routledge Instructor Hub and extra code is available via the Support Material tab

Mathematical Problem Solving OECD Publishing

The popular DISCOVERING COMPUTERS ESSENTIALS is now revised, based on customer feedback, to reflect the evolving needs of today's Introductory Technology students. This exciting new edition maintains proven hallmarks that ensure students know what they need to be successful digital citizens in college and beyond. This edition offers the latest coverage of today's digital world with an emphasis on enterprise computing, ethics, Internet search skills, mobile computing, various operating systems, browsers and security. Critical thinking and problem-solving exercises throughout the text reinforce key skills, while end-of-chapter activities provide hands-on practice. DISCOVERING COMPUTERS ESSENTIALS provides the content your students need, presented in a way that ensures their success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Learning Management System Technologies and Software Solutions for Online Teaching: Tools and Applications Cengage Learning

Integrating the Web into Everyday Library Services: A Practical Guide for Librarians is designed to introduce the reader to advanced online research techniques by explaining the concepts behind a variety of modern technological innovations. It is written with the idea that the reader will need to conduct advanced research, help patrons conduct research, or teach classes about a variety of Internet-related topics.

Youngsters Solving Mathematical Problems with Technology Routledge

As the field of information technology continues to grow and expand, it impacts more and more organizations worldwide. The

leaders within these organizations are challenged on a continuous basis to develop and implement programs that successfully apply information technology applications. This is a collection of unique perspectives on the issues surrounding IT in organizations and the ways in which these issues are addressed. This valuable book is a compilation of the latest research in the area of IT utilization and management.

Winning Online Instruction Prentice Hall

Have you ever come up with an idea for a new product or service but didn’t take any action because you thought it would be too risky? Or at work, have you had what you thought could be a big idea for your company—perhaps changing the way you develop or distribute a product, provide customer service, or hire and train your employees? If you have, but you haven’t known how to take the next step, you need to understand what the authors call the innovator’s method—a set of tools emerging from lean start-up, design thinking, and agile software development that are revolutionizing how new ideas are created, refined, and brought to market. To date these tools have helped entrepreneurs, designers, and software developers manage uncertainty—through cheap and rapid experiments that systematically lower failure rates and risk. But many managers and leaders struggle to apply these powerful tools within their organizations, as they often run counter to traditional managerial thinking and practice. Authors Nathan Furr and Jeff Dyer wrote this book to address that very problem. Following the breakout success of The Innovator’s DNA—which Dyer wrote with Hal Gregersen and bestselling author Clay Christensen to provide a framework for generating ideas—this book shows how to make those ideas actually happen, to commercialize them for success. Based on their research inside corporations and successful start-ups, Furr and Dyer developed the innovator’s method, an end-to-end process for creating, refining, and bringing ideas to market. They show when and how to apply the tools of their method, how to adapt them to your business, and how to answer commonly asked questions about the method itself, including: How do we know if this idea is worth pursuing? Have we found the right solution? What is the best business model for this new offering? This book focuses on the “how”—how to test, how to validate, and how to commercialize ideas with the lean, design, and agile techniques successful start-ups use. Whether you’re launching a start-up, leading an established one, or simply working to get a new product off the ground in an existing company, this book is for you.

Online Communication and Collaboration CRC Press

"This book gives a general coverage of learning management systems followed by a comparative analysis of the particular LMS products, review of technologies supporting different aspect of educational process, and, the best practices and methodologies for LMS-supported course delivery"--Provided by publisher.

The Honeywell Computer Journal John Wiley & Sons

This volume builds on existing pedagogical research and efforts to showcase SoTL across the disciplines (Gurung, Chick, & Haynie, 2009; Chick, Haynie, & Gurung, 2012) but takes this important work in a new direction. In each chapter, interdisciplinary teams of authors address a single pedagogical question bringing each of their home discipline's specific literature and methodologies to the table. The result is a fresh examination of evidence-based practices for teaching and learning in higher education that is intentionally inclusive of faculty from different disciplines.

The Human-Computer Interaction Handbook Springer

"Havill's problem-driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds." -- Janet Davis, Associate Professor and Microsoft Chair of Computer Science, Whitman College "This book looks really great and takes exactly the approach I think should be used for a CS 1 course. I think it really fills a need in the textbook landscape." -- Marie desJardins, Dean of the College of Organizational, Computational, and Information Sciences, Simmons University "Discovering Computer Science is a refreshing departure from introductory programming texts, offering students a much more sincere introduction to the breadth and complexity of this ever-growing field." -- James Deverick, Senior Lecturer, The College of William and Mary "This unique introduction to the science of computing guides students through broad and universal approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs." -- Daniel Kaplan, DeWitt Wallace Professor, Macalester College Discovering Computer Science: Interdisciplinary Problems, Principles, and Python Programming is a problem-oriented introduction to computational problem solving and programming in Python, appropriate for a first course for computer science majors, a more targeted disciplinary computing course or, at a slower pace, any introductory computer science course for a general audience. Realizing that an organization around language features only resonates with a narrow audience, this textbook instead connects programming to students’ prior interests using a range of authentic problems from the natural and social sciences and the digital humanities. The presentation begins with an introduction to the problem-solving process, contextualizing programming as an essential component. Then, as the book progresses, each chapter guides students through solutions to increasingly complex problems, using a spiral approach to introduce Python language features. The text also places programming in the context of fundamental computer science principles, such as abstraction, efficiency, testing, and algorithmic techniques, offering glimpses of topics that are traditionally put off until later courses. This book contains 30 well-developed independent projects that encourage students to explore questions across disciplinary boundaries, over 750 homework exercises, and 300 integrated reflection questions engage students in problem solving and active reading. The accompanying website — https://www.discoveringcs.net — includes more advanced content, solutions to selected exercises, sample code and data files, and pointers for further exploration.

Educational Research and Innovation The Nature of Problem Solving Using Research to Inspire 21st Century Learning IGI Global

Psychology 2ed will support you to develop the skills and knowledge needed for your career in psychology and within the professional discipline of psychology. This book will be an invaluable study resource during your introductory psychology course and it will be a helpful reference throughout your studies and your future career in psychology. Psychology 2ed provides you with local ideas and examples within the context of psychology as an international discipline. Rich cultural and indigenous coverage is integrated throughout the book to help your understanding. To support your learning online study tools with revision quizzes, games and additional content have been developed with this book.

Integrating the Web into Everyday Library Services Springer

This book investigates a wide variety of situations and models which fall under the umbrella of information and referral. It examines traditional views in public libraries and library systems as well as descriptions of programs in nontraditional settings, such as academic libraries. A human services perspective is explored and research models are presented.

Online Teaching at Its Best Routledge

The aim of this book is to bring together and try to interrelate some of the concepts and relevant knowledge from the various disciplines concerned with this area of research and application, including especially the human sciences and engineering. The focus throughout is upon the human rather than upon the computer issues in man-computer interaction (MCI). The book is based upon the papers presented at the Advanced Study Institute held at Mati, Attica, Greece 5-13 September 1976, which was sponsored by the NATO Advanced Study Institutes Programme. These papers were not intended to be encyclopaedic or to yield a 'state of the art' volume. But as revised here they do represent the scope and breadth of man-computer interaction. This book will serve its purpose if it helps to structure and stimulate research in

the field, applications, and increase the interaction between readers and writers.

Literacy, Numeracy and Problem Solving in Technology-Rich Environments Framework for the OECD Survey of Adult Skills CRC Press

"This book examines the potential of games and simulations in online learning, and how the future could look as developers learn to use the emerging capabilities of the Semantic Web. It explores how the Semantic Web will impact education and how games and simulations can evolve to become robust teaching resources"--Provided by publisher.

Information and Referral in Reference Services John Wiley & Sons

Would you like to learn how to troubleshoot computer problems quickly and with confidence? Are you tired of asking others for help whenever an error message appears? This book features all-new solutions to problems in common computer programs, including Microsoft Word, Excel, email, Internet Explorer, and more.

Computer Literature Bibliography: 1964-1967 No Starch Press

"This book is concerned with the growing experimental evidence on man—computer problem solving, particular in the competition between time—sharing and batch—processing computer systems." -- Preface.

Resources in Education IGI Global

This book contributes to the field of mathematical problem solving by exploring current themes, trends and research perspectives. It does so by addressing five broad and related dimensions: problem solving heuristics, problem solving and technology, inquiry and problem posing in mathematics education, assessment of and through problem solving, and the problem solving environment. Mathematical problem solving has long been recognized as an important aspect of mathematics, teaching mathematics, and learning mathematics. It has influenced mathematics curricula around the world, with calls for the teaching of problem solving as well as the teaching of mathematics through problem solving. And as such, it has been of interest to mathematics education researchers for as long as the field has existed. Research in this area has generally aimed at understanding and relating the processes involved in solving problems to students' development of mathematical knowledge and problem solving skills. The accumulated knowledge and field developments have included conceptual frameworks for characterizing learners' success in problem solving activities, cognitive, metacognitive, social and affective analysis, curriculum proposals, and ways to promote problem solving approaches.

Discovering Computer Science IGI Global

After centuries of rethinking education and learning, the current theory is based on technology's approach to and affect on the planned interaction between knowledge trainers and trainees. Online Tutor 2.0: Methodologies and Case Studies for Successful Learning demonstrates, through the exposure of successful cases in online education and training, the necessity of the human factor, particularly in teaching/tutoring roles, for ensuring the development of quality and excellent learning activities. The didactic patterns derived from these experiences and methodologies will provide a basis for a more powerful and efficient new generation of technology-based learning solutions for high school teachers, university professors, researchers, and students at all levels of education.

Techniques for Fostering Collaboration in Online Learning Communities: Theoretical and Practical Perspectives CRC Press

Learning Theory and Online Technologies offers a powerful overview of the current state of online learning, the foundations of its historical roots and growth, and a framework for distinguishing between the major approaches to online learning. It addresses pedagogy (how to design an effective online environment for learning), evaluation (how to know that students are learning), and history (how past research can guide successful online teaching and learning outcomes). An ideal textbook for undergraduate Education and Communication programs as well as Educational Technology Masters, Ph.D., and Certificate programs, Learning Theory and Online Technologies provides a synthesis of the key advances in online education learning theory and the key frameworks of research, and clearly links theory and research to successful learning practice. This revised second edition updates data on digital media adoption globally, adds a new chapter on connectivism as a learning theory, and updates the chapter on online collaborative learning, renaming the theory as collaborativism and considering the challenges that arise with the growth of artificial intelligence.

Think Like a Programmer Rowman & Littlefield

Winning Online Instruction provides concise, pragmatic solutions to common challenges and demands that higher education faculty face in teaching online. This book's unique question-and-answer format allows readers to easily identify the issues important to them, spanning online formats and teaching methods, course development and technology woes, student motivation and engagement, academic integrity and fair grading, and more. Written for instructors who have little to no experience designing and teaching online courses or who are teaching online courses developed in a hurry, this is an approachable, efficient guide to the real problems of everyday distance education.