

Pixel Paper November 2014 Maths

When somebody should go to the book stores, search establishment by shop, shelf by shelf, it is in fact problematic. This is why we give the books compilations in this website. It will extremely ease you to see guide **Pixel Paper November 2014 Maths** as you such as.

By searching the title, publisher, or authors of guide you truly want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be every best area within net connections. If you set sights on to download and install the Pixel Paper November 2014 Maths, it is very easy then, previously currently we extend the connect to buy and create bargains to download and install Pixel Paper November 2014 Maths for that reason simple!

Computational Science and Its Applications - ICCSA 2014 Beniamino Murgante 2014-07-01 The six-volume set LNCS 8579-8584 constitutes the refereed proceedings of the 14th International Conference on Computational Science and Its Applications, ICCSA 2014, held in Guimarães, Portugal, in June/July 2014. The 347 revised papers presented in 30 workshops and a special track were carefully reviewed and selected from 1167. The 289 papers presented in the workshops cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security.

Advances in Neural Networks – ISNN 2014 Zhigang Zeng 2014-11-28 The volume LNCS 8866 constitutes the refereed proceedings of the 11th International Symposium on Neural Networks, ISNN 2014, held in Hong Kong and Macao, China on November/ December 2014. The 71 revised full papers presented were carefully reviewed and selected from 119 submissions. These papers cover all major topics of the theoretical research, empirical study and applications of neural networks research as follows. The focus is on following topics such as analysis, modeling, and applications.

Indra's Pearls David Mumford 2002-04-25 Felix Klein, one of the great nineteenth-century geometers, rediscovered in mathematics an idea from Eastern philosophy: the heaven of Indra contained a net of pearls, each of which was reflected in its neighbour, so that the whole Universe was mirrored in each pearl. Klein studied infinitely repeated reflections and was led to forms with multiple co-existing symmetries. For a century these ideas barely existed outside the imagination of mathematicians. However in the 1980s the authors embarked on the first computer exploration of Klein's vision, and in doing so found many further extraordinary images. Join the authors on the path from basic mathematical ideas to the simple algorithms that create the delicate fractal filigrees, most of which have never appeared in print before. Beginners can follow the step-by-step instructions for writing programs that generate the images. Others can see how the images relate to ideas at the forefront of research.

The Palgrave Handbook of Textbook Studies Eckhardt Fuchs 2018-04-04 This volume examines the present status and future trends of textbook studies. Cutting-edge essays by leading experts and emerging scholars explore the field's theories, methodologies, and topics with the goal of generating debate and providing new perspectives. The Georg Eckert Institute's unique transdisciplinary focus on international textbook research has shaped this handbook, which explores the history of the discipline, the production processes and contexts that influence textbooks, the concepts they incorporate, how this medium itself is received and future trends. The book maps and discusses approaches based in cultural studies as well as in the social and educational sciences in addition to contemporary methodologies used in the field. The book aims to become the central interdisciplinary reference for textbook researchers, students, and educational practitioners. **ICCCE 2020** Amit Kumar 2020-10-11 This book is a collection of research papers and articles presented at the 3rd International Conference on Communications and Cyber-Physical Engineering (ICCCE 2020), held on 1-2 February 2020 at CMR Engineering College, Hyderabad, Telangana, India. Discussing the latest developments in voice and data communication engineering, cyber-physical systems, network science, communication software, image and multimedia processing research and applications, as well as communication technologies and other related technologies, it includes contributions from both academia and industry. This book is a valuable resource for scientists, research scholars and PG students working to formulate their research ideas and find the future directions in these areas. Further, it may serve as a reference work to understand the latest engineering and technologies used by practicing engineers in the field of communication engineering. **Modern Approaches in Machine Learning and Cognitive Science: A Walkthrough** Vinit Kumar Gunjan 2021-04-26 This book provides a systematic and comprehensive overview of machine learning with cognitive science methods and technologies which have played an important role at the core of practical solutions for a wide scope of tasks between handheld apps, industrial process control, autonomous vehicles, environmental policies, life sciences, playing computer games, computational theory, and engineering development. The chapters in this book focus on readers interested in machine learning, cognitive and neuro-inspired computational systems – theories, mechanisms, and architecture, which underline human and animal behaviour, and their application to conscious and intelligent systems. In the current version, it focuses on the successful implementation and step-by-step explanation of practical applications of the domain. It also offers a wide range of inspiring and interesting cutting-edge contributions to applications of machine learning and cognitive science such as healthcare products, medical electronics, and gaming. Overall, this book provides valuable information on effective, cutting-edge techniques and approaches for students, researchers, practitioners, and academicians working in the field of AI, neural network, machine learning, and cognitive science. Furthermore, the purpose of this book is to address the interests of a broad spectrum of practitioners, students, and researchers, who are interested in applying machine learning and cognitive science methods in their respective domains.

Introduction to Programming Using Java David Eck 2009-09 This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources. Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

Concise Computer Vision Reinhard Klette 2014-01-04 This textbook provides an accessible general introduction to the essential topics in computer vision. Classroom-tested programming exercises and review questions are also supplied at the end of each chapter. Features: provides an introduction to the basic notation and mathematical concepts for describing an image and the key concepts for mapping an image into an image; explains the topologic and geometric basics for analysing image regions and distributions of image values and discusses identifying patterns in an image; introduces optic flow for representing dense motion and various topics in sparse motion analysis; describes special approaches for image binarization and segmentation of still images or video frames; examines the basic components of a computer vision system; reviews different techniques for vision-based 3D shape reconstruction; includes a discussion of stereo matchers and the phase-congruency model for image features; presents an introduction into classification and learning.

Introduction to Applied Linear Algebra Stephen Boyd 2018-06-07 A groundbreaking introduction to vectors, matrices, and least squares for engineering applications, offering a wealth of practical examples.

Languages and Compilers for Parallel Computing James Brodman 2015-04-30 This book constitutes the thoroughly refereed post-conference proceedings of the 27th International Workshop on Languages and Compilers for Parallel Computing, LCPC 2014, held in Hillsboro, OR, USA, in September 2014. The 25 revised full papers were carefully reviewed and selected from 39 submissions. The papers are organized in topical sections on accelerator programming; algorithms for parallelism; compilers; debugging; vectorization.

Proceedings of the Eighth International Conference on Soft Computing and Pattern Recognition (SoCPar 2016) Ajith Abraham 2017-08-17 This volume presents 70 carefully selected papers from a major joint event: the 8th International Conference on Soft Computing and Pattern Recognition (SoCPar 2016) and the 8th International Conference on Computational Aspects of Social Networks (CASON 2016). SoCPar-CASON 2016, which was organized by the Machine Intelligence Research Labs (MIR Labs), USA and Vellore Institute of Technology (VIT), India and held at the VIT on December 19–21, 2016. It brings together researchers and practitioners from academia and industry to share their experiences and exchange new ideas on all interdisciplinary areas of soft computing and pattern recognition, as well as intelligent methods applied to social networks. This book is a valuable resource for practicing engineers/scientists and researchers working in the field of soft computing, pattern recognition and social networks.

Image and Video Technology Reinhard Klette 2014-01-31 This book constitutes the thoroughly refereed post-conference proceedings of the 6th Pacific Rim Symposium on Image and Video Technology, PSIVT 2013, held in Guanajuato, México in October/November 2013. The total of 43 revised papers was carefully reviewed and selected from 90 submissions. The papers are organized in topical sections on image/video processing and analysis, image/video retrieval and scene understanding, applications of image and video technology, biomedical image processing and analysis, biometrics and image forensics, computational photography and arts, computer and robot vision, pattern recognition and video surveillance.

Creativity, Inc. Ed Catmull 2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind Coco, Inside Out, and Toy Story—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. **NEW YORK TIMES BESTSELLER** | **NAMED ONE OF THE BEST BOOKS OF THE YEAR** BY The Huffington Post • **Financial Times** • **Success** • **Inc.** • **Library Journal** **Creativity, Inc.** is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the Toy Story trilogy, Monsters, Inc., Finding Nemo, The Incredibles, Up, WALL•E, and Inside Out, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, Toy Story was released, changing animation forever. The essential ingredient in that movie's success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Computer Assisted Learning M.R. Kibby 2014-05-23 This volume contains a selection of the best papers from the Computer Assisted Learning '91 Symposium. It includes research on a wide range of topics related to computers and learning with an emphasis on hard research evidence and innovative explorations.

Conference Proceedings. New Perspectives in Science Education Pixel 2017 **Pattern Recognition** Tieniu Tan 2016-10-21 The two-volume set CCIS 662 and CCIS 663 constitutes the refereed proceedings of the 7th Chinese Conference on Pattern Recognition, CCPR 2016, held in Chengdu, China, in November 2016.The 121 revised papers presented in two volumes were carefully reviewed and selected from 199 submissions. The papers are organized in topical sections on robotics; computer vision; basic theory of pattern recognition; image and video processing; speech and language; emotion recognition.

Technology and Testing Fritz Drasgow 2015-08-20 From early answer sheets filled in with number 2 pencils, to tests administered by mainframe computers, to assessments wholly constructed by computers, it is clear that technology is changing the field of educational and psychological measurement. The numerous and rapid advances have immediate impact on test creators, assessment professionals, and those who implement and analyze assessments. This comprehensive new volume brings together leading experts on the issues posed by technological applications in testing, with chapters on game-based assessment, testing with simulations, video assessment, computerized test development, large-scale test delivery, model choice, validity, and error issues. Including an overview of existing literature and ground-breaking research, each chapter considers the technological, practical, and ethical considerations of this rapidly-changing area. Ideal for researchers and professionals in testing and assessment, Technology and Testing provides a critical and in-depth look at one of the most pressing topics in educational testing today. The Open Access version of this book, available at <http://www.taylorfrancis.com>, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license.

Graphics Interface 2014 Paul G. Kry 2020-11-26 This book is the proceedings of the 40th annual Graphics Interface conference—the oldest continuously scheduled conference in the field. The book includes high-quality papers on recent advances in interactive systems, human computer interaction, and graphics from around the world. It covers the following topics: shading and rendering, geometric modeling and meshing, image-based rendering, image synthesis and realism, computer animation, real-time rendering, non-photorealistic rendering, interaction techniques, human interface devices, augmented reality, data and information visualization, mobile computing, haptic and tangible interfaces, and perception.

Advanced Machine Learning Technologies and Applications Aboul Ella Hassanien 2014-11-04 This book constitutes the refereed proceedings of the Second International Conference on Advanced Machine Learning Technologies and Applications, AMLTA 2014, held in Cairo, Egypt, in November 2014. The 49 full papers presented were carefully reviewed and selected from 101 initial submissions. The papers are organized in topical sections on machine learning in Arabic text recognition and assistive technology; recommendation systems for cloud services; machine learning in watermarking/authentication and virtual machines; features extraction and classification; rough/fuzzy sets and applications; fuzzy multi-criteria decision making; Web-based application and case-based reasoning construction; social networks and big data sets.

Educating for the 21st Century Suzanne Choo 2016-10-20 All over the world, governments, policymakers, and educators are advocating the need to educate students for the 21st first century. This book provides insights into what this means and the ways 21st century education is theorized and implemented in practice. The first part, “Perspectives: Mapping our futures-in-the-making,” uncovers the contradictions, tensions and processes that shape 21st century education discourses. The second part, “Policies: Constructing the future through policymaking,” discusses how 21st century education is translated into policies and the resulting tensions that emerge from top-down, state sanctioned policies and bottom-up initiatives. The third part, “Practices: Enacting the Future in Local Contexts,” discusses on-the-ground initiatives that schools in various countries around the world enact to educate their students for the 21st century. This volume includes

contributions from leading scholars in the field as well as educators from schools and those working with schools.

Conference Proceedings. The Future of Education Pixel 2015-07-01

Neural Information Processing Chu Kiong Loo 2014-10-21 The three volume set LNCS 8834, LNCS 8835, and LNCS 8836 constitutes the proceedings of the 20th International Conference on Neural Information Processing, ICONIP 2014, held in Kuching, Malaysia, in November 2014. The 231 full papers presented were carefully reviewed and selected from 375 submissions. The selected papers cover major topics of theoretical research, empirical study, and applications of neural information processing research. The 3 volumes represent topical sections containing articles on cognitive science, neural networks and learning systems, theory and design, applications, kernel and statistical methods, evolutionary computation and hybrid intelligent systems, signal and image processing, and special sessions intelligent systems for supporting decision, making processes, theories and applications, cognitive robotics, and learning systems for social network and web mining. **Geo-Spatial Knowledge and Intelligence** Hanning Yuan 2017-03-02 The two volume proceedings of CCIS 698 and 699 constitutes revised selected papers from the 4th International Conference on Geo-Informatics in Resource Management and Sustainable Ecosystem, GRMSE 2016, held in Hong Kong, China, in November 2016. The total of 118 papers presented in these proceedings were carefully reviewed and selected from 311 submissions. The contributions were organized in topical sections named: smart city in resource management and sustainable ecosystem; spatial data acquisition through RS and GIS in resource management and sustainable ecosystem; ecological and environmental data processing and management; advanced geospatial model and analysis for understanding ecological and environmental processes; applications of geo-informatics in resource management and sustainable ecosystem.

Doing AI Richard Heimann 2021-12-14 Artificial intelligence (AI) has captured our imaginations—and become a distraction. Too many leaders embrace the oversized narratives of artificial minds outpacing human intelligence and lose sight of the original problems they were meant to solve. When businesses try to “do AI,” they place an abstract solution before problems and customers without fully considering whether it is wise, whether the hype is true, or how AI will impact their organization in the long term. Often absent is sound reasoning for why they should go down this path in the first place. Doing AI explores AI for what it actually is—and what it is not—and the problems it can truly solve. In these pages, author Richard Heimann unravels the tricky relationship between problems and high-tech solutions, exploring the pitfalls in solution-centric thinking and explaining how businesses should rethink AI in a way that aligns with their cultures, goals, and values. As the Chief AI Officer at Cybraics Inc., Richard Heimann knows from experience that AI-specific strategies are often bad for business. Doing AI is his comprehensive guide that will help readers understand AI, avoid common pitfalls, and identify beneficial applications for their companies. This book is a must-read for anyone looking for clarity and practical guidance for identifying problems and effectively solving them, rather than getting sidetracked by a shiny new “solution” that doesn’t solve anything.

Mathematics for Machine Learning Marc Peter Deisenroth 2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Reasoning in Measurement Nicola Mößner 2017-03-16 This collection offers a new understanding of the epistemology of measurement. The interdisciplinary volume explores how measurements are produced, for example, in astronomy and seismology, in studies of human sexuality and ecology, in brain imaging and intelligence testing. It considers photography as a measurement technology and Henry David Thoreau’s poetic measures as closing the gap between mind and world. By focusing on measurements as the hard-won results of conceptual as well as technical operations, the authors of the book no longer presuppose that measurement is always and exclusively a means of representing some feature of a target object or entity. Measurement also provides knowledge about the degree to which things have been standardized or harmonized – it is an indicator of how closely human practices are attuned to each other and the world.

Technology in Education. Innovations for Online Teaching and Learning Lap-Kei Lee 2020-12-16 This book constitutes extended papers from the 5th International Conference on Technology in Education, ICTE 2020, held in August 2020. Due to the COVID-19 pandemic the conference was held online. The 30 papers presented in this volume were carefully reviewed and selected from 79 submissions. They are organized in topical sections on instructional technology; learning analysis and assessment; learning environment; open and collaborative learning; technology and education.

1001 Math Problems LearningExpress LLC 2013 1001 math problems will teach you how to: master core concepts to prepare for important exams, learn math rules and how to apply them to problems, learn math skills you can apply when solving problems at all levels, and overcome math anxiety through skills reinforcement and focused practice.

Photon-Counting Image Sensors Eric R. Fossum 2018-07-06 This book is a printed edition of the Special Issue “Photon-Counting Image Sensors” that was published in Sensors

Multi-disciplinary Trends in Artificial Intelligence M. Narasimha Murty 2014-11-17 This book constitutes the refereed conference proceedings of the 8th International Conference on Multi-disciplinary Trends in Artificial Intelligence, MIWAI 2014, held in Bangalore, India, in December 2014. The 22 revised full papers were carefully reviewed and selected from 44 submissions. The papers feature a wide range of topics covering both theory, methods and tools as well as their diverse applications in numerous domains.

Multimedia Technology and Enhanced Learning Shui-Hua Wang 2022-10-19 This proceedings, ICMTTEL 2022, constitutes the refereed proceedings of the 4th International Conference on Multimedia Technology and Enhanced Learning, ICMTTEL 2022, held in April 2022. Due to the COVID-19 pandemic the conference was held virtually. The 59 revised full papers have been selected from 188 submissions. They were organized in topical sections as follows: internet of things and communication; education and enterprise; machine learning; big data and signal processing; workshop of data fusion for positioning and navigation; and workshop of intelligent systems and control.

Foundations of Education Allan C. Ornstein 2016-01-01 Highly respected for its substantive coverage and analysis of all foundational areas – social, philosophical, historical, political, economic, curricular, and legal – FOUNDATIONS OF EDUCATION, Thirteenth Edition, describes and analyzes the key educational issues and policies affecting American education. The authors relate the book’s wide-ranging topics to an array of applied features to help prepare students for their future careers as educators. The chapters on the history and philosophy of education encourage students to construct their own personal philosophy of education, building a strong foundation for a professional career. Completely up-to-date throughout, this edition also provides the latest information on the common core curriculum, accountability, technology in education, school reform, diversity, legal rulings, recent trends in school funding and teacher compensation, new instructional practices, teaching licensure, the outlook for careers, and many other important topics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Applications of Evolutionary Computation Anna I. Esparcia-Alcázar 2014-11-28 This book constitutes the thoroughly refereed post-conference proceedings of the International Conference on the Applications of Evolutionary Computation, EvoApplications 2014, held in Granada, Spain, in April 2014, collocated with the Evo* 2014 events EuroGP, EvoCOP, and EvoMUSART. The 79 revised full papers presented were carefully reviewed and selected from 128 submissions. EvoApplications 2014 consisted of the following 13 tracks: EvoCOMNET (nature-inspired techniques for telecommunication networks and other parallel and distributed systems), EvoCOMPLEX (evolutionary algorithms and complex systems), EvoENERGY (evolutionary computation in energy applications), EvoFIN (evolutionary and natural computation in finance and economics), EvoGAMES (bio-inspired algorithms in games), EvoIASP (evolutionary computation in image analysis, signal processing, and pattern recognition), EvoINDUSTRY (nature-inspired techniques in industrial settings), EvoNUM (bio-inspired algorithms for continuous parameter optimization), EvoPAR (parallel implementation of evolutionary algorithms), EvoRISK (computational intelligence for risk management, security and defence applications), EvoROBOT (evolutionary computation in robotics), EvoSTOC (evolutionary algorithms in stochastic and dynamic environments), and EvoBio (EC and related techniques in bioinformatics and computational biology). **High Order Nonlinear Numerical Schemes for Evolutionary PDEs** Rémi Abgrall 2014-05-19 This book collects papers presented during the European Workshop on High Order Nonlinear Numerical Methods for Evolutionary PDEs (HONOM 2013) that was held at INRIA Bordeaux Sud-Ouest, Talence, France in March, 2013. The central topic is high order methods for compressible fluid dynamics. In the workshop, and in this proceedings, greater emphasis is placed on the numerical than the theoretical aspects of this scientific field. The range of topics is broad, extending through algorithm design, accuracy, large scale computing, complex geometries, discontinuous Galerkin, finite element methods, Lagrangian hydrodynamics, finite difference methods and applications and uncertainty quantification. These techniques find practical applications in such fields as fluid mechanics, magnetohydrodynamics, nonlinear solid mechanics, and others for which genuinely nonlinear methods are needed.

Discrete Geometry for Computer Imagery Nicolas Normand 2016-04-08 This book constitutes the refereed proceedings of the 19th IAPR International Conference on Discrete Geometry for Computer Imagery, DGCI 2016, held in Nantes, France, in April 2016. The 32 revised full papers presented together with 2 invited talks were carefully selected from 51 submissions. The papers are organized in topical sections on combinatorial tools; discretization; discrete tomography; discrete and combinatorial topology; shape descriptors; models for discrete geometry; circle drawing; morphological analysis; geometric transforms; and discrete shape representation, recognition and analysis. **Symmetry** István Hargittai 2014-05-23 International Series in Modern Applied Mathematics and Computer Science, Volume 10: Symmetry: Unifying Human Understanding provides a tremendous scope of “symmetry”, covering subjects from fractals through court dances to crystallography and literature. This book discusses the limits of perfection, symmetry as an aesthetic factor, extension of the Neumann-Minnigerode-Curie principle, and symmetry of point imperfections in solids. The symmetry rules for chemical reactions, matching and symmetry of graphs, mosaic patterns of H. J. Woods, and bilateral symmetry in insects are also elaborated. This text likewise covers the crystallographic patterns, Milton's mathematical symbol of theodicy, symmetries of soap films, and gapon formalism. This volume is a good source for researchers and specialists concerned with symmetry.

Handbook of Mathematical Functions Milton Abramowitz 1965-01-01 An extensive summary of mathematical functions that occur in physical and engineering problems

The Digital Humanist Domenico Fiorronte 2015 This book offers a critical introduction to the core technologies underlying the Internet from a humanistic perspective. It provides a cultural critique of computing technologies, by exploring the history of computing and examining issues related to writing, representing, archiving and searching. The book raises awareness of, and calls for, the digital humanities to address the challenges posed by the linguistic and cultural divides in computing, the clash between communication and control, and the biases inherent in networked technologies. A common problem with publications in the Digital Humanities is the dominance of the Anglo-American perspective. While seeking to take a broader view, the book attempts to show how cultural bias can become an obstacle to innovation both in the methodology and practice of the Digital Humanities. Its central point is that no technological instrument is culturally unbiased, and that all too often the geography that underlies technology coincides with the social and economic interests of its producers. The alternative proposed in the book is one of a world in which variation, contamination and decentralization are essential instruments for the production and transmission of digital knowledge. It is thus necessary not only to have spaces where DH scholars can interact (such as international conferences, THATCamps, forums and mailing lists), but also a genuine sharing of technological know-how and experience. "This is a truly exceptional work on the subject of the digital....Students and scholars new to the field of digital humanities will find in this book a gentle introduction to the field, which I cannot but think would be good and perhaps even inspirational for them....Its history of the development of machines and programs and communities bent on using computers to advance science and research merely sets the stage for an insightful analysis of the role of the digital in the way both scholars and everyday people communicate and conceive of themselves and "others" in written forms - from treatises to credit card transactions." Peter Shillingsburg The Digital Humanist is not simply a translation of the Italian book L'umanista digitale (Il Mulino 2010), but a new version tailored to an international audience through the improvement and expansion of the sections on social, cultural and ethical problems of the most widely used methodology, resources and applications. TABLE OF CONTENTS // Preface: Digital Humanities at a Political Turn? by Geoffrey Rockwell / PART I: The Socio-Historical Roots - Chap. 1: Technology and the Humanities: A History of Interaction - Chap. 2: Internet, or The Humanistic Machine / PART II: Theoretical and Practical Dimensions - Chap. 3: Writing and Content Production - Chap. 4: Representing and Archiving - Chap. 5: Searching and Organizing / Conclusions: DH in a Global Perspective

Teaching Primary Science Constructively Keith Skamp 2017-09-05 Teaching Primary Science Constructively helps readers to create effective science learning experiences for primary students by using a constructivist approach to learning. This best-selling text explains the principles of constructivism and their implications for learning and teaching, and discusses core strategies for developing science understanding and science inquiry processes and skills. Chapters also provide research-based ideas for implementing a constructivist approach within a number of content strands. Throughout there are strong links to the key ideas, themes and terminology of the revised Australian Curriculum: Science. This sixth edition includes a new introductory chapter addressing readers' preconceptions and concerns about teaching primary science.

Ashfall Legacy Pittacus Lore 2021-08-17 Pittacus Lore finished telling the story of the Lorien Nine in the New York Times bestselling I Am Number Four and Lorien Legacies Reborn series. Now he's back to recount an all-new adventure rooted in the real mysteries surrounding Roswell, New Mexico, that will enthral fans of Brandon Sanderson, Jay Kristoff, and Amie Kaufman. We have waited generations for you... Syd Chambers knows that there's life on other planets because he's descended from it. His father was from a distant world called Denza and has been missing—presumed dead—for years. When Syd discovers a device his father left behind which shows not only that he's alive, but where he is, Syd must set out on a mission of his own. But along the way, he discovers a deadly, unbearable secret that could destroy Denza, Earth, and the universe.