









"While riding the subway home from the pool with his abuela one day, Julián notices three women spectacularly dressed up. Their hair billows in brilliant hues, their dresses end in fishtails, and their joy fills the train car. When Julián gets home, daydreaming of the magic he's seen, all he can think about is dressing up just like the ladies in his own fabulous mermaid costume: a butter-yellow curtain for his tail, the fronds of a potted fern for his headdress. But what will Abuela think about the mess he makes -- and even more importantly, what will she think about how Julián sees himself?"--

This book is a study of 4-9 year olds and their experiences with computers, computer games and videos, both at home and at school. It is based on two years' research, funded jointly by the British Film Institute and the British Library, during which the children were shadowed, observed and interviewed along with peers, siblings, parents and teachers. Many important insights were gained into how parents and teachers view technological change; what they know about their children's use of the technology; and what, in fact, children actually do in their bedrooms, with their friends or alone. Significant issues were raised relating to entertainment technology, parenting and teaching; particularly in relation to gender, popular culture, the possible value of computer games and videos, and the lack of mediation of children's experiences. The authors conclude that there is an overall feeling that children are being left to drift in a leisure world of growing technological sophistication, where realism is increasing and the boundaries between fact and fiction, diminishing. To become critical consumers capable of managing this aspect of their lives, the authors contend that wholesale changes are needed to the way education is viewed and delivered. This book deals with important issues at the forefront of social and educational politics: issues that are at the heart of current moral debates over censorship and the young. It is written in a jargon-free non-academic style and will make a fascinating read for educators and parents alike.

This latest entry in Christopher Hart's wildly popular Manga Mania series provides aspiring manga artists with the expertise they need to master basic manga drawing skills, and serves as a guide to developing characters and worlds for the video game environment. Young artists will learn how to draw manga characters that are widely featured in popular video games such as Disney's Kingdom Hearts. A variety of subjects are covered, including 3-D character modeling (from "wire mesh" grid to finished figure), attack weapons, character costumes, rotations (visual characters from all directions), dramatic lighting, flow charts, game mapping, and more. For aspiring cartoonists and manga artists and the vast youth market who spend countless hours every week glued to their favorite video games Part of theManga Maniaseries, which has sold more than 350,000 copies in less than three years

With complex stories and stunning visuals eliciting intense emotional responses, coupled with opportunities for self-expression and problem solving, video games are a powerful medium to foster empathy, critical thinking, and creativity in players. As these games grow in popularity, ambition, and technological prowess, they become a legitimate art form, shedding old attitudes and misconceptions along the way. Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives asks whether videogames have the power to transform a player and his or her beliefs from a sociopolitical perspective. Unlike traditional forms of storytelling, videogames allow users to immerse themselves in new worlds, situations, and politics. This publication surveys the landscape of videogames and analyzes the emergent gaming that shifts the definition and cultural effects of videogames. This book is a valuable resource to game designers and developers, sociologists, students of gaming, and researchers in relevant fields.

Gaming applications are rapidly expanding into the realm of education. Game-based education creates an active and enjoyable learning environment, especially for children and young adults who regularly use gaming for recreational purposes. Due to the evolving nature of education, gaming provides a transformative learning experience for diverse students. The Handbook of Research on Gaming Trends in P-12 Education provides current research intended to aid educators, school administrators, and game developers in teaching today's youth in a technology-immersive society. This publication melds together gaming for entertainment purposes as well as gaming applied within educational settings with an emphasis on P-12 classrooms. Featuring exhaustive coverage on topics relating to virtual reality, game design, immersive learning, distance learning through 3D environments as well as best practices for gaming implementation in real-world settings, this handbook of research is an essential addition to the reference collection of international academic libraries.

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