Program Or Be Programmed Ten Commands For A Digital Age By Rushkoff Douglas Unknown Edition Paperback2011

"The essays in this collection offer a timely intervention in digital humanities scholarship, bringing together established and emerging scholars from a variety of humanities disciplines across the world. The first section offers views on the practical realities of teaching digital humanities at undergraduate and graduate levels, presenting case studies and snapshots of the authors' experiences alongside models for future courses and reflections on pedagogical successes and failures. The next section proposes strategies for teaching foundational digital humanities methods across a variety of scholarly disciplines, and the book concludes with wider debates about the place of digital humanities in the academy, from the field's cultural assumptions and social obligations to its political visions." (4e de couverture).

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go on to examine the great principles in different areas: information, machines, programming, computation, memory, parallelism, queueing, and design. Finally, they apply the great principles to networking, the Internet in particular. Great Principles of Computing will be essential reading for professionals in science and engineering fields with a “computational” branch, for practitioners in computing who want overviews of less familiar areas of computer science, and for non-computer science majors who want an accessible entry way to the field.

The two-volume set LNCS 11973 and 11974 constitute revised selected papers from the Third International Conference on Numerical Computations: Theory and Algorithms, NUMTA 2019, held in Crotone, Italy, in June 2019. This volume, LNCS 11973, consists of 34 full and 18 short papers chosen among papers presented at special streams and sessions of the Conference. The papers in part I were organized following the topics of these special sessions: approximation: methods, algorithms, and applications; computational methods for data analysis; first order methods in optimization: theory and applications; high performance computing in modelling and simulation; numbers, algorithms, and applications; optimization and management of water supply.

Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems. This reference source is essential for researchers, engineers, practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems.

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Program Or be ProgrammedTen Commands for a Digital AgeOR Books

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The aesthetic and political implications of working with code as procedure, expression, and action. Speaking Code begins by invoking the “Hello World” convention used by programmers when learning a new language, helping to establish the interplay of text and code that runs through the book. Interweaving the voice of critical writing from the humanities with the tradition of computing and software development, in Speaking Code Geoff Cox formulates an argument that aims to undermine the distinctions between criticism and practice and to emphasize the aesthetic and political implications of software studies. Not reducible to its functional aspects, program code mirrors the instability inherent in the relationship of speech to language; it is only interpretable in the context of its distribution and network of operations. Code is understood as both script and performance, Cox argues, and is in this sense like spoken language—always ready for action. Speaking Code examines the expressive and performative aspects of programming; alternatives to mainstream development, from performances of the live-coding scene to the organizational forms of peer production; the democratic promise of social media and their actual role in suppressing political expression; and the market's emptying out of possibilities for free expression in the public realm. Cox defends language against its invasion by economics, arguing that speech continues to underscore the human condition, however paradoxical this may seem in an era of pervasive computing.

Academy of One introduces readers to open-source Learning, the model that transforms education for the Information Age.

A traumatic event near the end of the summer has a devastating effect on Melinda's freshman year in high school.

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publication is ideally designed for academicians, researchers, and students interested in efforts to broaden participation in computer science careers fields for underrepresented students.

This book introduces readers to the computer programming language Python, exploring its various applications and the history of its development.

Diez mandamientos para la era digital. El debate sobre si la red es buena o mala es irrelevante: la red está aquí para quedarse y si bien somos cada vez más conscientes de los muchos problemas que ha engendrado la era digital, lo que se requiere ahora es una respuesta humana a la evolución de estas tecnologías. Para Rushkoff es imprescindible empezar a codificar los cambios por los que estamos pasando y desarrollar un nuevo patrón ético, comportamental y comercial para guiarnos. Estamos viviendo un cambio de paradigma real y sin embargo tenemos escasa comprensión de lo que nos ocurre y de cómo superarlo. La verdadera pregunta que debemos plantearnos es, ¿dirigimos la tecnología, o nos dejamos dirigir por ella y aquellos que la han dominado? En el paisaje altamente programado en el que vivimos podemos crear el software o podemos ser el software; programar o ser programados. Hasta ahora, nos hemos limito a ser programados. En este pequeño y valioso libro Rushkoff ofrece tanto a los entusiastas cibernéticos como a los tecnófobos las pautas para navegar en este nuevo universo digital y recuperar el control de nuestras vidas. ENGLISH DESCRIPTION A friendly little book with a big and actionable message helps readers come to recognize programming as the new literacy of the digital age. The debate over whether the Net is good or bad for us fills the airwaves and the blogosphere. But for all the heat of claim and counter-claim, the argument is essentially beside the point: It's here; it's everywhere. The real question is, do we direct technology, or do we let ourselves be directed by it and those who have mastered it? "Choose the former," writes Rushkoff, "and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make." In this spirited, accessible guide to poetics of new media, Rushkoff picks up where Marshall McLuhan left off to create a template through which to see beyond the social conventions and power structures that have vexed us for centuries. In ten chapters, composed of ten "commands" accompanied by original illustrations from comic artist Leland Purvis, Rushkoff provides cyber enthusiasts and technophobes alike with the guidelines to navigate this new universe.

The Routledge Companion to Music, Technology, and Education is a comprehensive resource that draws together burgeoning research on the use of technology in music education around the world. Rather than following a procedural how-to approach, this companion considers technology, musicianship, and pedagogy from a philosophical, theoretical, and empirically-driven perspective, offering an essential overview of current scholarship while providing support for future research. The 37 chapters in this volume consider the major aspects of the use of technology in music education: Part I. Contexts. Examines the historical and philosophical contexts of technology in music. This section addresses themes such as special education, cognition, experimentation, audience engagement, gender, and information and communication technologies. Part II. Real Worlds. Discusses real world scenarios that relate to music, technology, and education. Topics such as computers, composition, performance, and the curriculum are covered here. Part III. Virtual Worlds. Explores the virtual world of learning through our understanding of media, video games, and online collaboration. Part IV. Developing and Supporting Musicianship. Highlights the framework for providing support and development for teachers, using technology to understand and develop musical understanding. The Routledge Companion to Music, Technology, and Education will appeal to undergraduate and post-graduate students, music educators, teacher training specialists, and music education researchers. It serves as an ideal introduction to the issues surrounding technology in music education.

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Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. Gamification: Concepts, Methodologies, Tools, and Applications investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

This book constitutes the proceedings of the 11th International Conference on Informatics in Schools: Situation, Evolution and Perspectives, ISSEP 2018, held in St. Petersburg, Russia, in October 2018. The 29 full papers presented in this volume were carefully reviewed and selected from 74 submissions. They were organized in topical sections named: role of programming and algorithmics in informatics for pupils of all ages; national concepts of teaching informatics; teacher education in informatics; contests and competitions in informatics; socio-psychological aspects of teaching informatics; and computer tools in teaching and studying informatics.

Is the internet good or bad? How can technology be directed? In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognise programming as the new literacy of the digital age and as a template through which to see beyond social conventions and power structures that have vexed us for centuries. This is a friendly little book with a big and actionable message.

This edited book discusses the exciting field of Digital Creativity. Through exploring the current state of the creative industries, the authors show how technologies are reshaping our creative processes and how they are affecting the innovative creation of new products. Readers will discover how creative production processes are dominated by digital data transmission which makes the connection between people, ideas and creative processes easy to achieve within collaborative and co-creative environments. Since we rely on our senses to understand our world, perhaps of more significance is that technologies through 3D printing are returning from the digital to the physical world. Written by an interdisciplinary group of researchers this thought provoking book will appeal to academics and students from a wide range of backgrounds working or interested in the technologies that are shaping our experiences of the future.

THE BEST OF THE INDEPENDENT RHETORIC AND COMPOSITION JOURNALS 2014 represents the result of a nationwide conversation—beginning with journal editors, but expanding to teachers, scholars and workers across the discipline of Rhetoric and Composition—to select essays that showcase the innovative and transformative work now being published in the field’s independent journals.

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