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Technology has evolved into society's primary tool for organization, communication, research, and problem solving. It is essential that everyone learn the fundamental skills that can be applied towards being an effective user of today's technology as well as a lifelong learner of future technology. Fluency with Information Technology: Skills, Concepts, and Capabilities provides the framework for developing confident users who can both adapt to changes and solve problems as technology evolves.

A new framework for understanding computing: a coherent set of principles spanning technologies, domains, algorithms, architectures, and designs. Computing is usually viewed as a technology field that advances at the breakneck speed of Moore's Law. If we turn away even for a moment, we might miss a game-changing technological breakthrough or an earthshaking theoretical development. This book takes a different perspective, presenting computing as a science governed by fundamental principles that span all technologies. Computer science is a science of information processes. We need a new language to describe the science, and in this book Peter Denning and Craig Martell offer the great principles framework as just such a language. This is a book about the whole of computing—its algorithms, architectures, and designs. Denning and Martell divide the great principles of computing into six categories: communication, computation, coordination, recollection, evaluation, and design. They begin with an introduction to computing, its history, its many interactions with other fields, its domains of practice, and the structure of the great principles framework. They go on to examine the great principles in different areas: information, machines, programming, computation, memory, parallelism, queuing, 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.

This two-volume set LNCS 10924 and 10925 constitute the refereed proceedings of the 5th International Conference on Learning and Collaboration Technologies, LCT 2018, held as part of the 20th International Conference on Human-Computer Interaction, HCII 2018, in Las Vegas, NV, USA in July 2018. The 1171 papers presented at HCII 2018 conferences were carefully reviewed and selected from 4346 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of applications areas. The papers in this volume are organized in the following topical sections: designing and evaluating systems and applications, technological innovation in education, learning and collaboration, learners, engagement, motivation, and skills, games and gamification of learning, technology-enhanced teaching and assessment, computing and engineering education.

As the 21st century has seen, lifelong learning has become more important as many countries have emerged into learning societies . With these learning societies, adult and community education, along with new technologies, play a major role in shaping and reshaping their economic, political, and cultural realities. Handbook of Research on Technologies for Improving the 21st Century Workforce: Tools for Lifelong Learning addresses how technologies impact the combination of workforce education and adult learning. This comprehensive collection of research from leading authorities and front line faculty seeks to equip adult learners/employees with the right knowledge and skills to continue to contribute to the economy given the importance of the essential role of technologies.

Computers, communications, digital information, softwareâ€"the constituents of the information ageâ€"are everywhere. Being computer literate, that is technically competent in two or three of todayâ€"s software applications, is not enough anymore. Individuals who want to realize the potential value of information technology (IT) in their everyday lives need to be computer fluentâ€"able to use IT effectively today and to adapt to changes tomorrow. Being Fluent with Information Technology sets the standard for what everyone should know about IT in order to use it effectively now and in the future. It explores three kinds of knowledgeâ€"intellectual capabilities, foundational concepts, and skillsâ€"that are essential for fluency with IT. The book presents detailed descriptions and examples of current skills and timeless concepts and capabilities, which will be useful to individuals who use IT and to the instructors who teach them.

This book is a collection of my experience teaching lower elementary technology over the course of one year. There are lessons, curriculum documents, and thoughts regarding many issues that can arise while teaching technology to young children. This book is intended to be a reference for those who are interested in starting from scratch or for those who are looking for new ideas on how or what to teach regarding information literacy.

This book is devoted to the Metacognition arena. It highlights works that show relevant analysis, reviews, theoretical, and methodological proposals, as well as studies, approaches, applications, and tools that shape current state, define trends and inspire future research. As a result of the revision process fourteen manuscripts were accepted and organized into five parts as follows: · Conceptual: contains conceptual works oriented to: (1) review models of strategy instruction and tailor a hybrid strategy; (2) unveil second-order judgments and define a method to assess metacognitive judgments; (3) introduces a conceptual model to describe the metacognitive activity as an autopoietic system. · Framework: offers three works concerned with: (4) stimulate metacognitive skills and self-regulatory functions; (5) evaluate metacognitive skills and self-regulated learning at problem solving; (6) deal with executive management metacognition and strategic knowledge metacognition. · Studies: reports research related to: (7) uncover how metacognitive awareness of listening strategies bias listening proficiency; (8) unveil how metacognitive skills and motivation are achieved in science informal learning; (9) tackle stress at learning by means of coping strategies. · Approaches: focus on the following targets: (10) social metacognition to support collaborative problem solving; (11) metacognitive skills to be stimulated in computer supported collaborative learning; (12) metacognitive knowledge and metacognitive experiences are essential for teaching practices. · Tools: promotes the use of intelligent tutoring systems such as: (13) BioWorld allows learners to practice medical diagnostic by providing virtual patient cases; (14) MetaHistoReasoning provides examples to learners and inquiries about the causes of historical events. This volume will be a source of interest for researchers, practitioners, professors, and postgraduate students aimed at updating their knowledge and finding targets for future work in the metacognition arena.

Drawing from doctoral level research on how best to teach business education to college students, Discourses on Business Education at the College Level illustrates new and proven ideas for engaging students. Sixteen authors from New York University ' s Steinhardt School of Culture, Education, and Human Development describe their experiences in upgrading and expanding the quality of the business education experience. Business school instructors can use this edited collection to draw inspiration and learn specific techniques to bring their courses to the cutting edge of curriculum. Topics range from teaching accounting, financial literacy, marketing, and teamwork to gamification, improving international student and intern experience, not-for credit education, and virtual workplace learning.

This volume presents the 5th European Conference of the International Federation for Medical and Biological Engineering (EMBECE), held in Budapest, 14-18 September, 2011. The scientific discussion on the conference and in this conference proceedings include the following issues: - Signal & Image Processing - ICT - Clinical Engineering and Applications - Biomechanics and Fluid Biomechanics - Biomaterials and Tissue Repair - Innovations and Nanotechnology - Modeling and Simulation - Education and Professional

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