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Violent and Explicit Video Games - United States. Congress. House. Committee on Energy and Commerce. Subcommittee on Commerce, Trade, and Consumer Protection 2006

Television - Jeremy G. Butler 2012-02-20
For nearly two decades, Television: Critical Methods and Applications has served as the foremost guide to television studies. Designed for the television studies course in communication and media studies curricula, Television explains in depth how television programs and commercials are made and how they function as producers of meaning. Author Jeremy G. Butler shows the ways in which camera style, lighting, set design, editing, and sound combine to produce meanings that viewers take away from their television experience. He supplies students with a whole toolbox of implements to disassemble television and read between the lines, teaching them to incorporate critical thinking into their own television viewing. The fourth edition builds upon the pedagogy of previous editions to best accommodate current modes of understanding and teaching television. Highlights of the fourth edition include: New chapter and part organization to reflect the current approach to teaching television—with greatly expanded methods and theories chapters. An entirely new chapter on modes of production and their impact on what you see on the screen. Discussions integrated throughout on the latest developments in television's on-going convergence with other media,

such as material on transmedia storytelling and YouTube's impact on video distribution. Over three hundred printed illustrations, including new and better quality frame grabs of recent television shows and commercials. A companion website featuring color frame grabs, a glossary, flash cards, and editing and sound exercises for students, as well as PowerPoint presentations, sample syllabi and other materials for instructors. Links to online videos that support examples in the text are also provided. With its distinctive approach to examining television, Television is appropriate for courses in television studies, media criticism, and general critical studies.

Online Gaming - Garry Crawford 2011-08-04
Video gaming is economically, educationally, culturally, socially and theoretically important, and has, in a relatively short period of time, firmly cemented its place within contemporary life. It is fair to say, however, that the majority of research to date has focused most specifically on either the video games themselves, or the direct engagement of gamers with a specific piece of game technology. In contrast, Video Gamers is the first book to explicitly and comprehensively address how digital games are engaged with and experienced in the everyday lives, social networks and consumer patterns of those who play them. In doing so, the book provides a key introduction to the study of gamers and the games they play, whilst also reflecting on the current debates and literatures surrounding gaming

practices.

Gamification in Education: Breakthroughs in Research and Practice - Management Association, Information Resources 2018-01-05 Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education.

Playing Video Games - Peter Vorderer 2012-10-12 From security training simulations to war games to role-playing games, to sports games to gambling, playing video games has become a social phenomena, and the increasing number of players that cross gender, culture, and age is on a dramatic upward trajectory. Playing Video Games: Motives, Responses, and Consequences integrates communication, psychology, and technology to examine the psychological and mediated aspects of playing video games. It is the first volume to delve deeply into these aspects of computer game play. It fits squarely into the media psychology arm of entertainment studies, the next big wave in media studies. The book targets one of the most popular and pervasive media in modern times, and it will serve to define the area of study and provide a theoretical spine for future research. This unique and timely volume will appeal to scholars, researchers, and graduate students in media studies and mass communication, psychology, and marketing.

Quiz Show - Su Holmes 2008-10-14 Despite its enduring popularity with both broadcasters and audiences, the quiz show has found itself marginalised in studies of popular television. This book offers a unique introduction to the study of the quiz

show, while also revisiting, updating and expanding on existing quiz show scholarship. Ranging across programmes such as Double Your Money, The $64,000 Dollar Question, Twenty-One, The Price is Right, Who Wants to be a Millionaire and The Weakest Link to the controversial 'Quiz TV Call' phenomenon, the book explores programmes with a focus on question and answer. Topics covered include the relationship between quiz shows and television genre; the early broadcast history of the quiz show; questions of institutional regulation; quiz show aesthetics; the social significance of 'games'; 'ordinary' people as television performers, and questions of quiz show reception (from interactivity to on-line fandom). Key Features*Represents one of few book-length studies of the quiz show*Offers an accessible introduction to the genre for undergraduate students*Draws upon new archival research in order to contribute to knowledge about the early history of the quiz show*Demonstrates why the quiz show matters to Television Studies*Brings together key approaches in the field with new interventions and areas of study (such as the quiz show in the multi-platform age, and the study of 'ordinary' people as performers).

Game Localization - Minako O'Hagan 2013-08-29 Video games are part of the growing digital entertainment industry for which game localization has become pivotal in serving international markets. As well as addressing the practical needs of the industry to facilitate translator and localizer training, this book seeks to conceptualize game localization in an attempt to locate it in Translation Studies in the context of the technologization of contemporary translation practices. Designed to provide a comprehensive introduction to the topic of game localization the book draws on the literature in Game Studies as well as Translation Studies. The book's readership is intended to be translation scholars, game localization practitioners and those in Game Studies developing research interest in the international dimensions of the digital entertainment industry. The book aims to provide a road map for the dynamic professional practices of game localization and to help readers visualize the expanding role of translation in one of the 21st century's key global industries.

Interactive Displays - Achintya K. Bhowmik 2014-07-07
How we interface and interact with computing, communications andentertainment devices is going through revolutionary changes, withnatural user inputs based on touch, voice, and vision replacing oraugmenting the use of traditional interfaces based on the keyboard,mouse, joysticks, etc. As a result, displays are morphing fromone-way interface devices that merely show visual content totwo-way interaction devices that provide more engaging andimmersive experiences. This book provides an in-depth coverage ofthe technologies, applications, and trends in the rapidly emergingfield of interactive displays enabled by naturalhuman-interfaces. Key features: Provides a definitive reference reading on all the touchtechnologies used in interactive displays, including theiradvantages, limitations, and future trends. Covers the fundamentals and applications of speech input,processing and recognition techniques enabling voice-basedinteractions. Offers a detailed review of the emerging vision-based sensingtechnologies, and user interactions using gestures of hands, body,face, and eye gazes. Discusses multi-modal natural user interface schemes whichintuitively combine touch, voice, and vision for life-likeinteractions. Examines the requirements and technology status towardsrealizing "true" 3D immersive and interactivedisplays.

Serious Games - Ute Ritterfeld 2009-09-10
The central purpose of this book is to examine critically the claim that playing games can provide learning that is deep, sustained and transferable to the "real world."

Quests - Jeff Howard 2008-01-24
This unique take on quests, incorporating literary and digital theory, provides an excellent resource for game developers. Focused on both the theory and practice of the four main aspects of quests (spaces, objects, actors, and challenges) each theoretical section is followed by a practical section that contains exercises using the Neverwinter Nigh

Digital Games in Language Learning - Mark Peterson 2022-08-12
This edited volume provides a comprehensive overview of contemporary research into the application of digital games in second and foreign language teaching and learning. As the use of digital games in foreign language education continues to expand, there is a need for publications that provide a window into recent innovations in this increasingly influential area of language education. This volume is wide ranging in scope incorporating both theory and practice and includes contributions from authorities in the field. Areas covered include research reviews and a range of case studies conducted in a variety of international contexts. This volume represents an essential guide to developments in this field and will have wide appeal to students, language educators, game and instructional designers.

Learning, Education & Games, Volume 3: 100 Games to Use in the Classroom & Beyond - Karen Schrier 2019-11-18
Have you ever wanted to know which games to use in your classroom, library, or afterschool program, or even at home? Which games can help teach preschoolers, K-12, college students, or adults? What can you use for science, literature, or critical thinking skills? This book explores 100 different games and how educators have used the games to teach - what worked and didn't work and their tips and techniques. The list of 100 goes from A to Z Safari to Zoombinis, and includes popular games like Fortnite, Call of Duty: Modern Warfare, and Minecraft, as well as PC, mobile, VR, AR, card and board games.

The Game Plan - Daron W. Kennett 2015-12-03
The Game Plan is designed to be used by secondary instructional leaders who want to make a lasting impact on the culture of literacy and data in their school(s). The book focuses on implementing the Common Core Standards for Literacy in History/Social Studies, Science, and Technical Subjects and other college and career readiness literacy standards. It provides a practical, semester-by-semester plan to enact literacy strategies, use data, and create change using PLC principles.

Exploring the New Era of Technology-Infused Education - Tomei, Lawrence 2016-11-17
Recent advancements in technology have led to significant improvements and developments within learning environments. When utilized properly, these innovations can serve as a valuable resource for educators and

students. Exploring the New Era of Technology-Infused Education is a pivotal reference source for the latest scholarly research on the implementation of emerging technologies in contemporary classroom settings. Highlighting theoretical foundations, empirical case studies, and curriculum development strategies, this book is ideally designed for researchers, practitioners, educators, and academics actively involved in teaching and learning environments.

Best of the Independent Journals in Rhetoric and Composition 2013 - Steve Parks 2015-03-01
The anthology features work by the following authors and representing these journals: Mya Poe (Across the Disciplines), Michelle Hall Kells (Community Literacy Journal), Liane Robertson, Kara Taczak, and Kathleen Blake Yancey (Composition Forum), Paula Rosinski and Tim Peeples (Composition Studies), Mark Sample, Annette Vee, David M Rieder, Alexandria Lockett, Karl Stolley, and Elizabeth Losh (Enculturation), Andrew Vogel (Harlot), Steve Lamos (Journal of Basic Writing), Steve Sherwood (Journal of Teaching Writing), Scott Nelson et al. (Kairos), Kate Vieira (Literacy in Composition Studies), Heidi Estrem and E. Shelley Reid (Pedagogy), Rochelle Gregory (Present Tense), Grace Wetzel and "Wes" (Reflections), Eliot Rendleman (The Writing Lab Newsletter), and Rebecca Jones and Heather Palmer (Writing on the Edge).

Common Core State Standards for Grade 7 - Michelle Manville 2014-05-21
Common Core State Standards for Grade 6: Language Arts Instructional Strategies and Activities is designed to help teachers address Common Core standards using effective, research-based instructional strategies in combination with ready-to-use activities.

Classical Antiquity in Video Games - Christian Rollinger 2020-01-09
From gaming consoles to smartphones, video games are everywhere today, including those set in historical times and particularly in the ancient world. This volume explores the varied depictions of the ancient world in video games and demonstrates the potential challenges of games for scholars as well as the applications of game engines for educational and academic purposes. With successful series such as "Assassin's Creed" or "Civilization" selling millions of copies, video games rival even television and cinema in their role in shaping younger audiences' perceptions of the past. Yet classical scholarship, though embracing other popular media as areas of research, has so far largely ignored video games as a vehicle of classical reception. This collection of essays fills this gap with a dedicated study of receptions, remediations and representations of Classical Antiquity across all electronic gaming platforms and genres. It presents cutting-edge research in classics and classical receptions, game studies and archaeogaming, adopting different perspectives and combining papers from scholars, gamers, game developers and historical consultants. In doing so, it delivers the first state-of-the-art account of both the wide array of 'ancient' video games, as well as the challenges and rewards of this new and exciting field.

Supporting Adult Learners through Games and Interactive Teaching - Chandni Hirani 2022-11-30
Games-based teaching offers an engaging way for students and adult learners to interact with concepts and build their problem-solving and communication skills. This exciting book will help educators integrate games into their classes and shows how this method of teaching improves motivation, as well as diversifies and solidifies learners' skill sets. Bringing together expert contributors from the Professors Without Borders' global network who have effectively used interactive games-based approaches in their teaching, the book features 13 unique games that teach a wide variety of skills across a range of difficulty levels. The chapters highlight the skills of strategy, decision-making, communication, teamwork, problem-solving, reflective thinking and empathy being used by participants alongside the pedagogical principles that underpin each game. Suitable for online and in-person teaching, this book will be valuable reading for educators working with student and adult learners looking to adopt innovative and interactive teaching methods, as well as those interested in learning about how game-based teaching can improve vital skills.

Multiplayer Online Games - Guo Freeman 2018-02-12
Multiplayer Online Games (MOGs) have become a new genre of "play culture," integrating communication and entertainment in a playful, computer-mediated environment that evolves through user interaction. This book comprehensively reviews the origins, players, and social dynamics of MOGs, as well as six major empirical research methods used in previous works to study MOGs (i.e., observation/ethnography, survey/interviews, content and discourse analysis, experiments, network analysis, and case studies). It concludes that MOGs represent a highly sophisticated, networked, multimedia and multimodal Internet technology, which can construct entertaining, simultaneous, persistent social virtual worlds for gamers. Overall, the book shows that what we can learn from MOGs is how games and gaming, as ubiquitous activities, fit into ordinary life in today's information society, in the moments where the increased use of media as entertainment, the widespread application of networked information technologies, and participation in new social experiences intersect.

Debugging Game History - Henry Lowood 2016-06-03
Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

Handbook of Research on Teaching and Learning in K-20 Education - Wang, Victor C.X. 2013-06-30
While the general agreement in education remains that the more senses involved in learning, the better we learn; the question still remains as to the distinction between the education of children and the education of adults. Handbook of Research on Teaching and Learning in K-20 Education provides well-rounded research in providing teaching and learning theories that can be applied to both adults and children while acknowledging the difference between both. This book serves as a comprehensive collection of expertise, research, skill, and experiences which will be useful to educators, scholars, and practitioners in the K-12 education, higher education, and adult education field.

Digital Games and Language Learning - Mark Peterson 2021-03-25
Due to the rapid development of gaming technologies in recent years, there has been a surge of interest in the role that digital games can play

in foreign and second language learning. Bringing together innovative research from an international team of contributors, this book provides a comprehensive overview of the use of digital games in computer-assisted language learning (CALL). The book firstly lays the theoretical foundations and outlines various rationales for using digital games, incorporating contemporary theories of second language acquisition. It also explores the development and impact of digital games designed specifically for language learning, giving due consideration to design principles, pedagogical requirements and student health. Chapters then draw on case studies from Europe and Japan to analyse in-game interaction, attitudes and participation in both institutional and out-of-classroom settings. Seamlessly combining theory with practical application, this book outlines recent developments in the field and the direction of future research, and is a valuable resource for instructors, researchers and practitioners who are designing games or looking to use them in their classrooms.

Children and Television Consumption in the Digital Era - Barrie Gunter 2020-11-30
Children and Television Consumption in the Digital Era provides a comprehensive analysis of contemporary research on the developmental impact of children's screen engagement in modern society. Barrie Gunter explores how the world of television has evolved to become almost unrecognisable from the broadcast landscapes present over the last years of the 20th century. This key text considers how screen-based entertainment has become increasingly interactive, and how children have become accustomed to creating their own television schedules through streamed services. It explores key topics including screen experiences and the manifestation of prosocial and antisocial behaviour, advertising and the development of consumerism, and the evidence of screen time on a child's health and school performance. Gunter insightfully assesses television content that children are exposed to and its impact on cognitive and behavioural development. Featuring commentary on the challenges regulators face to keep up with rapidly developing screen technologies and suggestions on how parents can mediate their children's screen behaviour, this text is an essential read for researchers and students taking courses in child development, family studies, broadcasting and communication.

Literacy Assessment and Intervention for Classroom Teachers - Beverly A. DeVries 2019-05-31
The fifth edition of this comprehensive resource helps future and practicing teachers recognize and assess literacy problems, while providing practical, effective intervention strategies to help every student succeed. DeVries thoroughly explores the major components of literacy, offering an overview of pertinent research, suggested methods and tools for diagnosis and assessment, intervention strategies and activities, and technology applications to increase students' skills. Updated to reflect the needs of teachers in increasingly diverse classrooms, the fifth edition addresses scaffolding for English language learners, and offers appropriate instructional strategies and tailored teaching ideas to help both teachers and their students. Several valuable appendices include assessment tools, instructions and visuals for creating and implementing the book's more than 150 instructional strategies and activities, and other resources. New to the Fifth Edition: Up-to-date and in line with ILA, CCSS, and most state and district literacy standards, this edition also addresses the important shifts and evolution of these standards. New chapter on Language Development, Speaking, and Listening covers early literacy, assessment, and interventions. New intervention strategies and activities are featured in all chapters and highlight a stronger technology component. Updated Companion Website with additional tools, resources, and examples of teachers using assessment strategies.

London 2012 Games - Great Britain. Parliament. House of Commons. Culture, Media, and Sport Committee 2008
London 2012 Games : The next lap, sixth report of session 2007-08, Vol. 2: Oral and written Evidence

Evidence-Based Psychotherapies for Children and Adolescents, Third Edition - John R. Weisz 2017-06-14
Widely regarded as the standard reference and text on evidence-based

therapies--and now substantially revised--this book has introduced tens of thousands of clinicians and students to exemplary treatments for social, emotional, and behavioral problems in children and youth. Concise chapters focus on specific psychotherapy models. The developers of the respective approaches review their conceptual underpinnings, describe how interventions are delivered on a session-by-session basis, and summarize what the research shows about treatment effectiveness. The book explores important questions and challenges facing the field and identifies best practices for treatment dissemination in real-world clinical contexts. New to This Edition: *Existing chapters significantly revised with the latest treatment research. *Chapters on assessment, personalizing evidence-based therapies, clinical implications of developmental psychopathology, and advances in neuroscience. *Coverage of additional clinical problems (self-injury and suicidal ideation, bulimia nervosa, encopresis) and treatments (Early Start Denver Model for autism spectrum disorder, Internet-assisted and technology-enhanced interventions). *Chapters on implementation in complex mental health systems, as well as international models.
The Second Australasian Conference on Interactive Entertainment - Yusuf Pisan 2005
The second Australasian conference on interactive entertainment is latest series of annual regional meetings, in which advances in interactive entertainment and computer games are reported. It brings together a range of experts from media studies, cultural studies, cognitive science and range of other areas.
7 Keys to Comprehension - Susan Zimmermann 2008-06-03
It's simple: If children don't understand what they read, they will never embrace reading. And that limits what they can learn while in school. This fact frightens parents, worries teachers, and ultimately hurts children. 7 Keys to Comprehension is the result of cutting-edge research. It gives parents and teachers—those who aren't already using this valuable program—practical, thoughtful advice about the seven simple thinking strategies that proficient readers use: • Connecting reading to their background knowledge • Creating sensory images • Asking questions • Drawing inferences • Determining what's important • Synthesizing ideas • Solving problems Easily understood, easily applied, and proven successful, this essential educational tool helps parents and teachers to turn reading into a fun and rewarding adventure.
The Cambridge Companion to Narrative Theory - Matthew Garrett 2018-06-30
Narrative theory is essential to everything from history to lyric poetry, from novels to the latest Hollywood blockbuster. Narrative theory explores how stories work and how we make them work. This Companion is both an introduction and a contribution to the field. It presents narrative theory as an approach to understanding all kinds of cultural production: from literary texts to historiography, from film and videogames to philosophical discourse. It takes the long historical view, outlines essential concepts, and reflects on the way narrative forms connect with and rework social forms. The volume analyzes central premises, identifies narrative theory's feminist foundations, and elaborates its significance to queer theory and issues of race. The specially commissioned essays are exciting to read, uniting accessibility and rigor, traditional concerns with a renovated sense of the field as a whole, and analytical clarity with stylistic dash. Topical and substantial, The Cambridge Companion to Narrative Theory is an engaging resource on a key contemporary concept.
Psychiatry: An evidence-based text - Bassant Puri 2009-11-27
Succinct, user-friendly, thoroughly referenced and prepared by leading experts in the field, this book is the only single textbook you will need to succeed in the Royal College of Psychiatrists' MRCPsych and other related higher examinations. Chapters follow the structure and syllabus of the examination ensuring that you receive the necessary essential information to pass and indeed succeed Approachable and succinct text with colour illustrations and key summary points further help to clarify complex concepts and provide you with useful revision tools The evidence-based approach used throughout is important to help you relate theory and research to clinical practice The book is carefully structured and sequenced to building upon the basic sciences underpinning

psychiatry, through to an in-depth description of pharmacological and psychological treatments used.

Popular Modernism and Its Legacies - Scott Ortolano 2017-12-14
Popular Modernism and Its Legacies reconfigures modernist studies to investigate how modernist concepts, figures, and aesthetics continue to play essential--though often undetected--roles across an array of contemporary works, genres, and mediums. Featuring both established and emerging scholars, each of the book's three sections offers a distinct perspective on popular modernism. The first section considers popular modernism in periods historically associated with the movement, discovering hidden connections between traditional forms of modernist literature and popular culture. The second section traces modernist genealogies from the past to the contemporary era, ultimately revealing that immensely popular contemporary works, artists, and genres continue to engage and thereby renew modernist aesthetics and values. The final section moves into the 21st century, discovering how popular works invoke modernist techniques, texts, and artists to explore social and existential quandaries in the contemporary world. Concluding with an afterword from noted scholar Faye Hammill, Popular Modernism and Its Legacies reshapes the study of modernism and provides new perspectives on important works at the center of our cultural imagination.

The Gamification of Learning and Instruction - Karl M. Kapp 2012-05-01
"Karl has written the definitive guide to gamification, which itself is accessible and engaging. He brings trends to life and illustrates the principles of gamification through numerous examples from real-world games. ... There is no doubt that "gamification" is an important and powerful weapon in the arsenal for learning, marketing, and behavior change of any kind. This book is a valuable guide for all who are trying to understand or adopt these important design principles. " —FROM THE FOREWORD BY KEVIN KRUSE Games create engagement—the corner-stone of any positive learning experience. With the growing popularity of digital games and game-based interfaces, it is essential that gamification be part of every learning professional's tool box. In this comprehensive resource, international learning expert Karl M. Kapp reveals the value of game-based mechanics to create meaningful learning experiences. Drawing together the most current information and relevant research in one resource, The Gamification of Learning and Instruction shows how to create and design games that are effective and meaningful for learners. Kapp introduces, defines, and describes the concept of gamification and then dissects several examples of games to determine the elements that provide the most positive results for the players. He explains why these elements are critical to the success of learning. The Gamification of Learning and Instruction is based on solid research and the author includes peer-reviewed results from dozens of studies that offer insights into why game-based thinking and mechanics makes for vigorous learning tools. Not all games or gamification efforts are the same, the gamification of learning and instruction requires matching instructional content with the right game mechanics and game thinking. Moving beyond the theoretical considerations, the author explores how to design and develop gamification efforts. Kapp discusses how to create a successful game design document and includes a model for managing the entire game and gamification design process. The Gamification of Learning and Instruction provides learning professional with the help they need to put the power of game design to work. Follow Karl on his widely-read "Kapp Notes" blog at www.kaplaneduneering.com/kappnotes/

Teaching Informational Text in K-3 Classrooms - Mariam Jean Dreher 2015-09-19
Specifically designed for K-3 teachers, this accessible guide describes ways to use informational text creatively and effectively in both reading and writing instruction. The book presents lessons, read-alouds, and activities that motivate students to engage with a wide variety of exemplary texts. Links to the Common Core State Standards (CCSS) are explained throughout. Key topics include how to build academic vocabulary, balance fiction and nonfiction, and address the needs of English language learners. Examples from diverse classrooms and end-of-chapter discussion questions and engagement activities enhance the

book's utility as a professional development resource. Reproducible handouts and other tools can be downloaded and printed in a convenient 8 1/2" x 11" size.

The Most Dangerous Game - Richard Connell 2020-04-21
From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award–winning tale that inspired the movie The Hunt. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale "has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill" (The Telegraph). "[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted." —Criterion

The 6th Grade Nickname Game - Gordon Korman 2017-06-04
A funny and fast-paced story about two best friends whose innocent game could make them not-so legendary, from New York Times bestselling author Gordon Korman. Best friends Jeff and Wiley are legends. There is practically no one in their school who hasn't been nicknamed by the duo. They've dubbed their own underachieving class "The Dim Bulbs"; their pop-eyed principal is better known as "Deer in Headlights"; and their enormous new English teacher, Mr. Hughes, is "Mr. Huge." But now some of the nicknames that Jeff and Wiley have invented are backfiring on them. Will the duo be able to get it together before it's too late?

The Westing Game - Ellen Raskin 2020-10-13
BE CLASSIC with The Westing Game, introduced by New York Times bestselling author Mac Barnett. A highly inventive mystery begins when sixteen unlikely people gather for the reading of the very stranger will of the very read Samuel W. Westing. They could become millionaires, depending on how they play a game. All they have to do is find the answer - but the answer to what? The Westing game is tricky and dangerous, but the heirs play on - through blizzards, burglaries, and bombings, Sam Westing may be dead ... but that won't stop him from playing one last game! Winner of the Newbery Medal Winner of the Boston Globe/Horn Book Award An ALA Notable Book A School Library Journal One Hundred Books That Shaped the Century "A supersharp mystery...confoundingly clever, and very funny." —Booklist, starred review "Great fun for those who enjoy illusion, word play, or sleight of hand." —The New York Times Book Review "A fascinating medley of word games, disguises, multiple aliases, and subterfuges—a demanding but rewarding book." —The Horn Book

Identity and Play in Interactive Digital Media - Sara M. Cole 2017-03-16
Recent shifts in new literacy studies have expanded definitions of text, reading/viewing, and literacy itself. The inclusion of non-traditional media forms is essential, as texts beyond written words, images, or movement across a screen are becoming ever more prominent in media studies. Included in such non-print texts are interactive media forms like computer or video games that can be understood in similar, though distinct, terms as texts that are read by their users. This book examines how people are socially, culturally, and personally changing as a result of their reading of, or interaction with, these texts. This work explores the concept of ergodic ontogeny: the mental development resulting from interactive digital media play experiences causing change in personal identity.

Gaming the Past - Jeremiah McCall 2013-06-17
Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, Gaming the Past provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to

help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

Online Gaming in Context - Garry Crawford 2013-03-01
There is little question of the social, cultural and economic importance of video games in the world today, with gaming now rivalling the movie and music sectors as a major leisure industry and pastime. The significance of video games within our everyday lives has certainly been increased and shaped by new technologies and gaming patterns, including the rise of home-based games consoles, advances in mobile telephone technology, the rise in more 'sociable' forms of gaming, and of course the advent of the Internet. This book explores the opportunities, challenges and patterns of gameplay and sociality afforded by the Internet and online gaming. Bringing together a series of original essays from both leading and emerging academics in the field of game studies, many of which employ new empirical work and innovative theoretical approaches to gaming, this book considers key issues crucial to our understanding of online gaming and associated social relations, including: patterns of play, legal and copyright issues, player production, identity construction, gamer communities, communication, patterns of social exclusion and inclusion around religion, gender and disability, and future directions in online gaming.

The Business and Culture of Digital Games - Aphra Kerr 2006-04-06
This book explores the lifecycle of digital games. Drawing upon a broad range of media studies perspectives with aspects of sociology, social theory, and economics, Aphra Kerr explores this all-pervasive, but under-theorized, aspect of our media environment.