

## The Computer Clubhouse Constructionism And Creativity In Youth Communities Technology Education Connections Series

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~~Tajh Abdulsamad aka (Crown) \u0026 Computer Clubhouse Youth - \"I Am The Dream\" video \"Games in Schools 2019- Webinar with Mitchel Resnick - \"Teaching and Learning (through) Games Design\" Intel Computer Clubhouse Network Annual Conference 2011 Birthday Book Club October ACS ICT Educators' Global Leaders' Series - Professor Mitchel Resnick Before it became the Baccor Intel Computer Clubhouse~~

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~~The Clubhouse Network: Where Technology Meets Imagination is a free out-of-school learning program where young people (ages 10-18) from underserved communities work with adult mentors to explore their own ideas, develop new skills, and build confidence in themselves through the use of technology. Founded as the "Computer Clubhouse" in 1993, The Clubhouse is the brainchild of Mitchel Resnick and Natalie Rusk of the MIT Media Lab in Cambridge, Massachusetts, and Stina Cooke of Boston's ...~~

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~~This book is about the Computer Clubhouse - the idea and the place - that inspires youth to think about themselves as competent, creative, and critical learners. So much of the social life of young people has moved online and participation in the digital public has become an essential part of youth identities. The Computer Clubhouse makes an important contribution not just in local urban communities but also as a model for after-school learning environments globally. This model has been uniquely successful scaling up, with over 100 clubhouses thriving worldwide. Showcasing research by scholars and evaluators that have documented and analyzed the international Computer Clubhouse Network, this volume considers the implications of their findings in the context of what it means to prepare youth to meet the goals of the 21st century. Book Features: A successful, scalable model for providing at-risk youth a rich array of media design and computing experiences. Diverse examples of media created in the Clubhouse, ranging from digital stories, video games, interface designs, and digital art projects. Color photos of life in the Clubhouse, including youth projects. Interviews with stakeholders in the Clubhouse Network, from the director to coordinators at various international Clubhouses.~~

~~The SAGE Encyclopedia of Out-of-School Learning documents what the best research has revealed about out-of-school learning: what facilitates or hampers it; where it takes place most effectively; how we can encourage it to develop talents and strengthen communities; and why it matters. Key features include: Approximately 260 articles organized A-to-Z in 2 volumes available in a choice of electronic or print formats. Signed articles, specially commissioned for this work and authored by key figures in the field, conclude with Cross References and Further Readings to guide students to the next step in a research journey. Reader's Guide groups related articles within broad, thematic areas to make it easy for readers to spot additional relevant articles at a glance. Detailed Index, the Reader's Guide, and Cross References combine for search-and-browse in the electronic version. Resource Guide points to classic books, journals, and web sites, including those of key associations.~~

~~Commissioned by the Wallace Foundation, this book explores research indicating that youth are learning new ways to engage in the arts on their own time and according to their own interests. Digital technologies, such as production tools and social media, allow youth to create and share their art. Kylie Peppler urges educators and policy makers to take advantage of -arts learning opportunities and imagine a school setting where young people are driven by their own interests, using tablets, computers, and other devices to produce visual arts, music composition, dance, and design. This book gives educators an understanding of what is happening with current digital technologies and the opportunities that exist to connect to youth practice, and raises questions about why we don't use these opportunities more frequently."~~

~~Online education, both by for-profit institutions and within traditional universities, has seen recent tremendous growth and appeal - but online education has many aspects that are not well understood. The SAGE Encyclopedia of Online Education provides a thorough and engaging reference on all aspects of this field, from the theoretical dimensions of teaching online to the technological aspects of implementing online courses--with a central focus on the effective education of students. Key topics explored through over 350 entries include: · Technology used in the online classroom · Institutions that have contributed to the growth of online education · Pedagogical basis and strategies of online education · Effectiveness and assessment · Different types of online education and best practices · The changing role of online education in the global education system~~

~~A multidisciplinary examination of the interplay between social capital--the value derived from social ties--and information technology. The concept of social capital, or the value that can be derived from social ties created by goodwill, mutual support, shared language, common beliefs, and a sense of mutual obligation, has been applied to a number of fields, from sociology to management. It is only lately, however, that researchers in information technology and knowledge management have begun to explore the idea of social capital in relation to their fields. This collection of thirteen essays by computer scientists, sociologists, communication specialists, economists, and others presents a multidisciplinary look at this particular intersection of information technology and social science and the need to adopt a sociotechnical perspective.For the most part the contributors take a positive view of the interplay of social capital, knowledge sharing, and community building. Some essays look at specific instances, including the on-line and face-to-face relationships of a community of athletes, the building of social capital among Iranian NGOs, and the Internet-based communities created by the open-source movement, while others discuss more general ideas of civic and personal communities. The last four essays examine computer applications that augment social capital, including topic- and member-centered communications spaces such as the Expert Finder and the Loops system and virtual repositories of knowledge such as the Answer Garden and Pearls of Wisdom.~~

~~In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.~~

~~"With contributions from both original visionaries and emergent scholars, this volume extends the educational theory of constructionism, including recent movements in coding and making"--~~

~~Media and communication advancements allow individuals across the globe to connect in the blink of an eye. Individuals can share information and collaborate on new projects like never before while also remaining informed on global issues through ever-improving media outlets and technologies. Advanced Methodologies and Technologies in Media and Communications provides emerging research on the modern effects of media on cultures, individuals, and groups. While highlighting a range of topics such as social media use and marketing, media influence, and communication technology, this book explores how these advancements shape and further the global society. This book is an important resource for media researchers and professionals, academics, students, and communications experts seeking new information on the effective use of modern technology in communication applications.~~

~~This book provides groundbreaking evidence demonstrating how student-authored explanatory animations can embody and document learning as an exciting new development within digital pedagogy. Explanatory animations can be an excellent resource for teaching and learning but there has been an underlying assumption that students are predominately viewers rather than animation authors. The methodology detailed in this book reverses this scenario by putting students in the driver's seat of their own learning. This signals not just a change in perspective, but a complete change in activity that, to continue the analogy, will forever change the conversation and make redundant phrases like "Are we there yet?" and "How much longer?" The digital nature of such practices provides compelling evidence for reconceptualising explanatory animation creation as a pedagogical activity that generates multimodal assessment data. Tying together related themes to advance approaches to evidence-based assessment using digital technologies, this book is intended for educators at any stage of their journey, including pre-service teachers.~~

~~Understanding games as systems, with complex interactions of game elements and rules. Gaming the System demonstrates the nature of games as systems, how game designers need to think in terms of complex interactions of game elements and rules, and how to identify systems concepts in the design process. The activities use Gamestar Mechanic, an online game design environment with a systems thinking focus.~~

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