3D Modeling 21st Century Skills Innovation Library Makers As Innovators

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3D-Printed Body Architecture - 2018-02-01
Some architects dream of 3D-printing houses. Some even fantasise about 3D-printing entire cities. But what is the real potential of 3D printing for architects? This issue focuses on another strand of 3D-printing practice emerging among architects operating at a much smaller scale that is potentially more significant. Several architects have been working with the fashion industry to produce some exquisitely designed 3D-printed wearables. Other architects have been 3D-printing food, jewellery and other items at the scale of the human body. But what is the significance of this work? And how do these 3D-printed body-scale items relate to the discipline of architecture? Are they merely a distraction from the real business of the architect? Or do they point towards a new form of proto-architecture – like furniture, espresso makers and pavilions before them – that tests out architectural ideas and explores tectonic properties at a smaller scale? Or does this work constitute an entirely new arena of design? In other words, is 3D printing at the human scale to be seen as a new genre of 'body architecture'? This issue contains some of the most exciting work in this field today, and seeks to chart and analyse its significance. Contributors include: Paola Antonelli/MoMA, Francis Bitonti, Niccolo Casas, Behnaz Farahi, Madeline Gannon, Eric Goldemberg/MONAD Studio, Kyle von Hasseln/3D Systems Culinary Lab, Rem D Koolhaas, Julia Körner, Neil Leach, Steven Ma/Xuberance, Neri Oxman/MIT Media Lab, Ronald Rael and Virginia San Fratello, Gilles Retsin, Jessica Rosenkrantz/Nervous System, and Patrik Schumacher/Zaha Hadid Architects.

Library Instruction - Susan Deese-Roberts 2000
This book demonstrates how you can meet the higher demand for library patron instruction at most academic libraries by using peer tutors to support and enhance your library services. Peer tutors can teach library patrons online search concepts and skills and how to use other specific research tools. This practical, step-by-step plan for developing and implementing a peer tutoring program improves library services and makes your job easier.

21st Century Technologies Promises and Perils of a Dynamic Future - OECD 1998-09-25
This book reviews the extraordinary promise of technological advances over the next twenty years or so, and assesses some of the key issues -- economic, social, environmental, ethical -- that decision-makers in government, business and society will face in the decades ahead.

STEM Education - Information Resources Management Association 2014-12-31
"This reference brings together an impressive array of research on the development of Science, Technology, Engineering, and Mathematics curricula at all educational levels"--Provided by publisher.

Hacking School Libraries - Holzweiss A. Kristina 2018-08-29
In Hacking School Libraries, School Librarian of the Year, Kristina A. Holzweiss, and Stony Evans, bring you 10 practical hacks that will help you create a welcoming and exciting school library program. They show you how to turn your library into the hub of the school community, whether you are a veteran librarian or just beginning your career.

Patterns and Numbers in Minecraft - Adam Hellebuyck 2019-01-01
Using the fun, interactive world of Minecraft and key concepts in STEAM, two teachers developed the Minecraft and STEAM series to be used in and out of the classroom. In Minecraft and STEAM, students discover that Minecraft isn't just a game, it's a tool that can be used to learn about real-world science, technology, engineering, art, and math. Patterns and Numbers in Minecraft: Math focuses on math but includes other STEAM concepts in the sidebars. Includes table of contents, glossary, index, sources for further reading, and an extension activity.

Academic Library Makerspaces: A Practical Guide to Planning, Collaborating, and Supporting Campus Innovation - Katy B. Mathuews 2020-07-31
Moving beyond simplistic equipment lists, this book provides contextual and practical information to help academic library personnel learn how to plan, collaborate, and sustain relevant makerspaces positioned within the broader ecology of campus innovation. The makerspace movement within academic libraries has largely focused on providing space and equipment for making. Academic libraries, however, have a unique opportunity to push beyond the 3D printer to create makerspaces that complement the broader ecology of innovation happening on campus. Intended for academic library personnel, this book is for those seeking guidance on how to establish a makerspace that is more than an equipment room. Katy Mathuews and Daniel Harper provide important context for the maker movement, a review of the process of making, and an overview of the various types of makerspaces, including the hub-and-spoke model, the centralized model, and the mobile makerspace. Additionally, the book provides practical steps to consider, including situating the academic library makerspace within the campus environment, creating valuable collaborations on campus, finding innovative ways to support the entire making process, programming, curriculum planning, and sustaining daily operations such as staffing, funding, and public service. Understand how making fits into the campus ecology of innovation and how academic libraries are naturally suited to support the maker movement Understand the history of the maker movement, makerspace typologies, and the making process Learn how to build sustainable relationships with campus and community collaborators Learn what to consider when establishing a library makerspace, including planning, staffing, and funding Understand how traditional library services can complement the makerspace and making process, including programming and instruction

Distance Education for Teacher Training - Hilary Perraton 2002-03-11
First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Innovative Design and Creation of Visual Interfaces: Advancements and Trends - Falchuk, Ben 2012-03-31
Computer graphics and digital design have come a long way in recent years, and it is difficult to keep up with the latest trends in software development and output.Innovative Design and Creation of Visual Interfaces: Advancements and Trends offers the cutting-edge in research, development, technologies, case studies, frameworks, and methodologies within the field of visual interfaces. The book has collected research from around the world to offer a holistic picture of the state of the art in the field. In order to stay abreast of the latest trends, this volume offers a vital resource for practitioners and academics alike.

Informing Innovation - Char Booth 2009

3-D Printers - James Bow 2016-07-15
With a bit of programming and some high-tech science, 3-D printers can use a wide variety of materials such as plastic or wood to create an infinite amount of different creations. This book explores the science behind this incredible technology, including the history of 3-D printing and what scientists hope to achieve with these unique tools. Whether used for art, medicine, or just to make something cool at home, 3-D printing is poised to have a remarkable impact on our lives, and this book chronicles the technology⬚s journey from concept to reality.

The New Literacies - Elizabeth A. Baker 2010-04-13
With contributions from leading scholars, this compelling volume offers

fresh insights into literacy teaching and learning—and the changing nature of literacy itself—in today's K–12 classrooms. The focus is on varied technologies and literacies such as social networking sites, text messaging, and online communities. Cutting-edge approaches to integrating technology into traditional, print-centered reading and writing instruction are described. Also discussed are ways to teach the new skills and strategies that students need to engage effectively with digital texts. The book is unique in examining new literacies through multiple theoretical lenses, including behavioral, semiotic, cognitive, sociocultural, critical, and feminist perspectives.

Transforming the Future (Open Access) - Riel Miller 2018-04-27
People are using the future to search for better ways to achieve sustainability, inclusiveness, prosperity, well-being and peace. In addition, the way the future is understood and used is changing in almost all domains, from social science to daily life. This book presents the results of significant research undertaken by UNESCO with a number of partners to detect and define the theory and practice of anticipation around the world today. It uses the concept of 'Futures Literacy' as a tool to define the understanding of anticipatory systems and processes – also known as the Discipline of Anticipation. This innovative title explores: • new topics such as Futures Literacy and the Discipline of Anticipation; • the evidence collected from over 30 Futures Literacy Laboratories and presented in 14 full case studies; • the need and opportunity for significant innovation in human decision-making systems. This book will be of great interest to scholars, researchers, policy-makers and students, as well as activists working on sustainability issues and innovation, future studies and anticipation studies. The Open Access version of this book, available at https://www.taylorfrancis.com/books/e/9781351047999, has been made available under a Attribution-NonCommercial-NoDerivs 3.0 IGO (CC-BY-NC-ND 3.0 IGO) license.

From Video Games to Real Life: Tapping into Minecraft to Inspire Creativity and Learning in the Library - Mary L. Glendening 2016-09-19
This guide shows youth librarians how to use the appeal of Minecraft—a game that many young learners are intensely passionate about—to create engaging library programs that encourage creativity and build STEAM (Science, Technology, Engineering, Arts, and Mathematics) learning through library programs. • Helps librarians harness the power of an incredibly popular game and use it effectively as a springboard to learning • Assists librarians in supporting STEM and STEAM initiatives • Offers specific guidance for dozens of hands-on activities

Curriculum 21 - Heidi Hayes Jacobs 2010-01-05
"What year are you preparing your students for? 1973? 1995? Can you honestly say that your school's curriculum and the program you use are preparing your students for 2015 or 2020? Are you even preparing them for today?" With those provocative questions, author and educator Heidi Hayes Jacobs launches a powerful case for overhauling, updating, and injecting life into the K-12 curriculum. Sharing her expertise as a world-renowned curriculum designer and calling upon the collective wisdom of 10 education thought leaders, Jacobs provides insight and inspiration in the following key areas: * Content and assessment--How to identify what to keep, what to cut, and what to create, and where portfolios and other new kinds of assessment fit into the picture. * Program structures--How to improve our use of time and space and groupings of students and staff. * Technology--How it's transforming teaching, and how to take advantage of students' natural facility with technology. * Media literacy--The essential issues to address, and the best resources for helping students become informed users of multiple forms of media. * Globalization--What steps to take to help students gain a global perspective. * Sustainability--How to instill enduring values and beliefs that will lead to healthier local, national, and global communities. * Habits of mind--The thinking habits that students, teachers, and administrators need to develop and practice to succeed in school, work, and life. The answers to these questions and many more make Curriculum 21 the ideal guide for transforming our schools into what they must become: learning organizations that match the times in which we live.

Learning with Technologies and Technologies in Learning - Michael E. Auer

3D Printing - Terence O'Neill 2013-08-01
As they become more common and more powerful, 3D printers are allowing makers everywhere to bring their ideas to life. Readers will discover new processes, integrate visual information with text, and learn technical word meanings as they discover how 3D printers work and how makers are using them today. They will also learn how to create their own inventions from 3D computer models.

Cases on Digital Game-Based Learning: Methods, Models, and Strategies - Baek, Youngkyun 2013-01-31
In K-12 classrooms, as well as on the college and university level, the incorporation of digital games has played a vital role in the educational system. While introducing teachers to new fields, these digital games have been designed and implemented for the classroom and have shown positive results at a variety of educational levels. Cases on Digital Game-Based Learning: Methods, Models, and Strategies analyzes the implementation of digital game applications for learning as well as addressing the challenges and pitfalls experienced. Providing strategies, advice and examples on adopting games into teaching, this collection of case studies is essential for teachers and instructors at various school levels in addition to researchers in game-based learning and pedagogic innovation.

Paper Circuits - Pamela Williams 2017-08-01
With paper circuits, you can add lights, sounds, and more to paper crafts such as greeting cards. With this book, students learn the art of innovation through detailed explanations and hands-on activities built to foster creativity and problem solving. Fun, engaging text introduces readers to new ideas and builds on maker-related concepts they may already know. Additional tools, including a glossary and an index, help students learn new vocabulary and locate information.

The World Book Encyclopedia - 2002
An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

Incredible Projects Using 3D Printing - Joe Greek 2014-12-15
Though they may sound like something out of science fiction, 3-D printers are not only real but also increasingly common. Popular with both the Maker Movement and businesses, the 3-D printer has multiple uses. It's great for making prototypes and creating cool projects. Some experts even believe that additive manufacturing—or 3-D printing on the industrial level—is the wave of the future. Readers will learn about a variety of 3-D printing methods, weigh the pros and cons of 3-D printing, and discover 3-D printing's applications in fields as diverse as fashion, food, and medicine.

The Handbook on Innovations in Learning - Marilyn Murphy 2014-03-01
An innovation in learning improves upon the implementation of the standard practice or introduces a new practice, thus achieving greater learning outcomes. The Handbook on Innovations in Learning, developed by the Center on Innovations in Learning, presents commissioned chapters describing current best practices of instruction before embarking on descriptions of selected innovative practices which promise better methods of engaging and teaching students. Written by a diverse and talented field of experts, chapters in the Handbook seek to facilitate the adoption of the innovative practices they describe by suggesting implementation policies and procedures to leaders of state and local education agencies.

How People Learn II - National Academies of Sciences, Engineering, and Medicine 2018-09-27
There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, How People Learn: Brain, Mind, Experience, and School: Expanded Edition was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. How People Learn II: Learners, Contexts, and Cultures provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. How People Learn II will become an indispensable resource to understand learning throughout the

lifespan for educators of students and adults.

Careers in Information Science - Louise Schultz 1963
Presents copy for use as a reference brochure and a 7iveaway sheet to be distributed to guidance counselors to help them direct young people into the growing field of Information Science. Sets forth that Information Science is concerned with the properties, behavior, and flow of information. Describes how it is used, both by individuals and in large systems. Discusses the opportunities in Information Science and outlines three relatively different career areas: (1) Special Librarianship; (2) Lilcerature Analysis; and (3) Information System Design. Details an educational program appropriate 6or participation in these career areas. Concludes that Information Science is a new but rapidly growing field pushing the frontiers of human knowledge and, thus, 3ontributing to human wellbeing and progress. (Author).

Teacher Education in the 21st Century - Oon-Seng Tan 2017-02-09
This book examines the evolution and innovation of teacher education in Singapore in the 21st century. It covers teacher education reforms in the conceptualising and implementing of the Teacher Education for the 21st Century (TE21) Model and discusses curriculum improvements that are aligned to new competencies; values development that re-envision teacher professionalism and calling; pedagogical changes that emphasise self-directed inquiry and technology-enabled learning; strengthened theory–practice linkages and enhanced teaching practices through school partnerships and mentoring; and impactful education research in areas such as assessment and developing teaching competencies, practices and mentoring. Teacher education in Singapore focuses on developing professional leaders in the field of education who are proactive problem-solvers and empowered researchers. It entails a long-term vision of education and an innovative approach to develop teachers with design skills and an inquiring mindset to understand learners in the fast-changing digital and mobile world. This book is aimed at scholars, researchers, policymakers, teacher educators and teachers as well as anyone interested in learning the philosophy behind Singapore's unique TE21 Model for the 21st century and beyond.

Handbook of Research on Transformative Online Education and Liberation: Models for Social Equality - Kurubacak, Gulsun 2010-10-31
"This book focuses on the societal, social, political, economic and philosophical perspectives of transformative models and how digital learning communities foster critical reflections and perspective change, building a better understanding on how online educators/designers/tutors/learners can talk about injustice and inequality to a virtual group"--Provided by publisher.

Developing Creativity in the Classroom - Todd A. Kettler 2021-09-03
Developing Creativity in the Classroom applies the most current theory and research on creativity to support the design of teaching and learning. Creative thinking and problem solving are at the heart of learning and application as students prepare for innovation-driven careers. This text debunks myths about creativity and teaching and, instead, illustrates productive conceptions of creative thinking and innovation, including a constructivist learning approach in which creative thinking enhances and strengthens conceptual understanding of the curriculum. Through models of teaching that support creativity and problem solving, this book extends the idea of a creative pedagogy to the four core curriculum domains. Developing Creativity in the Classroom focuses on explanations and examples of how creative thinking and deep learning merge to support engaging learning environments, rising to the challenge of developing 21st-century competencies.

3D Printing: A Powerful New Curriculum Tool for Your School Library - Lesley M. Cano 2015-08-28
This beginner's guide to 3D design and printing provides librarians with lessons, tips, and instructions for integrating these technologies into the K–12 standards-based curriculum. • Includes an appendix of resources for school librarians to get the most out of three-dimensional design and printing • Suggests practical lesson ideas for integrating 3D printing into language arts, math, science, and social studies • Focuses on 3D printing as a tool to engage students in curriculum content and promote hands-on, problem-based learning with a focus on authentic, practical application • Offers suggestions for policy development and guidelines for managing and implementing this powerful technology

Living in Smart Cities - Thomas Menkhoff 2017-12-28
Cities around the world are becoming increasingly popular as economic powerhouses and magnets for migrants from rural and suburban areas. All big cities in First and Third World countries as well as emerging markets such as New York, London, Tokyo, Paris, Shanghai, Hong Kong, Singapore, New Dehli, Jakarta etc. have to cope with high population density and serious challenges such as air pollution or traffic congestion. How do we pack more people into big cities and yet continue to realise a high quality of life? How do we plan, create and manage 'good cities' which are safe, spacious, green, connected, fair and resilient? How can cities create economic wealth while still fulfilling the vision of sustaining our "Green Planet"? What are best practice designs and innovative technical smart city solutions which could be leveraged to tackle these challenges and how can they be successfully commercialised? These are some of the questions the reader addresses from a multi-disciplinary perspective with special reference to Singapore whose development from regional entrepôt to First World Metropolis continues to impress business and societal leaders around the world. The book's contents are broadly structured according to the following aspects: (i) definition and taxonomy of innovative & sustainable cities, including its core characteristics and how they create value in terms of innovativeness and sustainability; (ii) governance, planning and selected design principles of innovative & sustainable cities and how they pan out with regard to livability and sustainability; and (iii) in-depth study of selected smart city dimensions such as governance, clustering, connectivity, mobility, ageing, water, sports, and safety.

Educational Research and Innovation Innovating Education and Educating for Innovation The Power of Digital Technologies and Skills - OECD 2016-09-26
OECD's Innovation Strategy calls upon all sectors in the economy and society to innovate in order to foster productivity, growth and well-being. Education systems are critically important for innovation through the development of skills that nurture new ideas and technologies.

Library Design for the 21st Century - Diane Koen 2018-12-03
Library design in the 21st century has one common theme: collaboration is at the heart of innovation. Designing modern libraries is a complex process involving many stakeholders and participants. Libraries of all types work with an almost limitless range of constituent groups for input, buy-in and successful implementation. Securing support for new library buildings and renovations of libraries engages many people: library clients, community members, faculty, funding agencies, donors, governing authorities, librarians, architects, interior designers and planners. Telling the right story and getting to the end game demand carefully crafted approaches, wide-ranging skills, a unified vision and productive teamwork. The IFLA Library Buildings and Equipment Section has selected the best papers presented by award-winning architects and international thought leaders from the academic and public library sector at our recent satellite conferences and seminars: "Collaborative Strategies for Successful Library Design" (Chicago, Illinois), "What comes after the Third Place?" (Columbus, Ohio); "Key Issues for Library Space: International Perspectives" (Maynooth, Ireland); "Storage, the final frontier" (Munich, Germany) and "Telling and selling the space story" (Wrocław, Poland). The stories by the library and design professionals within this publication illustrate how powerful a role partnerships, outreach and cooperation play in a library project's success.

The Knowledge Gap - Natalie Wexler 2020-08-04
The untold story of the root cause of America's education crisis--and the seemingly endless cycle of multigenerational poverty. It was only after years within the education reform movement that Natalie Wexler stumbled across a hidden explanation for our country's frustrating lack of progress when it comes to providing every child with a quality education. The problem wasn't one of the usual scapegoats: lazy teachers, shoddy facilities, lack of accountability. It was something no one was talking about: the elementary school curriculum's intense focus on decontextualized reading comprehension "skills" at the expense of actual knowledge. In the tradition of Dale Russakoff's The Prize and Dana Goldstein's The Teacher Wars, Wexler brings together history, research, and compelling characters to pull back the curtain on this fundamental flaw in our education system--one that fellow reformers, journalists, and policymakers have long overlooked, and of which the general public, including many parents, remains unaware. But The Knowledge Gap isn't just a story of what schools have gotten so wrong--it also follows innovative educators who are in the process of shedding their deeply ingrained habits, and describes the rewards that have come along: students who are not only excited to learn but are also acquiring the knowledge and vocabulary that will enable them to succeed. If we truly want to fix our education system and unlock the potential of our neediest children, we have no choice but to pay attention.

Research and Innovation Forum 2020 - Anna Visvizi 2021-02-11
This book features research presented and discussed during the

Research & Innovation Forum (Rii Forum) 2020. As such, this book offers a unique insight into emerging topics, issues and developments pertinent to the fields of technology, innovation and education and their social impact. Papers included in this book apply inter- and multi-disciplinary approaches to query such issues as technology-enhanced teaching and learning, smart cities, information systems, cognitive computing and social networking. What brings these threads of the discussion together is the question of how advances in computer science – which are otherwise largely incomprehensible to researchers from other fields – can be effectively translated and capitalized on so as to make them beneficial for society as a whole. In this context, Rii Forum and Rii Forum proceedings offer an essential venue where diverse stakeholders, including academics, the think tank sector and decision-makers, can engage in a meaningful dialogue with a view to improving the applicability of advances in computer science.

Computer Aided Architectural Design Futures 2001 - Bauke de Vries 2011-06-27
CAAd Futures is a Bi-annual Conference that aims at promoting the advancement of computer aided architectural design in the service of those concerned with the quality of the built environment. The conferences are organised under the auspices of the CAAD Futures Foundation which has its secretariat at the Eindhoven University of Technology. The Series of conferences started in 1985 in Delft, and has since travelled through Eindhoven, Boston, Zurich, Pittsburgh, Singapore, Munich, and Atlanta. The book contains the proceedings of the 9th CAAD Futures conference which took place at Eindhoven University of Technology, 8-11 of July, 2001. The Articles in this book cover a wide range of subjects and provide an excellent overview of the state-of-the-art in research on computer aided architectural design. The following categories of articles are included: Capturing design; Information modelling; CBR techniques; Virtual reality; CAAD education; (Hyper) Media; Design evaluation; Design systems development; Collaboration; Generation; Design representation; Knowledge management; Form programming; Simulation; Architectural analysis; Urban design. Information on the CAAD Futures Foundation and its conferences can be found at: www.caadfutures.arch.tue.nl. Information about the 2001 Conference and this book is available from: www.caadfutures.arch.tue.nl/2001.

Reimagining the Academic Library - David W. Lewis 2016-05-04
Academic libraries are in the midst of significant disruption. Academic librarians and university administrators know they need to change, but are not sure how. Bits and pieces of what needs to happen are clear, but the whole picture is hard to grasp. Reimagining the Academic Library paints a simple straightforward picture of the changes affecting academic libraries and what academic librarians need to do to respond to the changes would help to guide future library practice. The aim is to explain where academic libraries need to go and how to get there in a book that can be read in a weekend. David Lewis provides a readable survey of the current state of academic library practice and proposes where academic libraries need to go in the future to provide value to their campuses. His primary focus is on collections as this is the area with the greatest opportunity for change and is the driver of most library cost. Lewis provides an accessible framework for thinking about how library practice needs to adjust in the digital environment. The book will be useful not only to academic librarians, but also for librarians to share with presidents and provosts who a concise source for understanding where and how to focus their expenditures on libraries.

21st Century Skills and Education - Hakkı Bağcı 2019-09-16
Great events in history have always brought about great changes in the lifestyles of humans. Every invention, every great war and every discovery has challenged the ways in which people lived up until that point. The 21st century bears the effects of various advancements in several different parts of human life. Sometimes it is called a "space age", sometimes an "information age", or a "computer age". Some people have called it a digital age, or new media age too. However it is named, the time in which we live has challenged the lifestyles of the past and has brought about new requirements in skills and practices. Media literacy, leadership, critical thinking, and problem solving, are among the new skills required by the 21st century. However, the relationship between these skills and education has not yet been fully established. To this end, this book discusses these skills through theoretical and empirical studies in the context of Turkey.

Introduction to Public Librarianship, Third Edition - Kathleen de la Pena McCook 2018-12-18

Put simply, there is no text about public librarianship more rigorous or comprehensive than McCook's survey. Now, the REFORMA Lifetime Achievement Award-winning author has teamed up with noted public library scholar and advocate Bossaller to update and expand her work to incorporate the field's renewed emphasis on outcomes and transformation. This "essential tool" (Library Journal) remains the definitive handbook on this branch of the profession. It covers every aspect of the public library, from its earliest history through its current incarnation on the cutting edge of the information environment, including statistics, standards, planning, evaluations, and results;legal issues, funding, and politics;organization, administration, and staffing;all aspects of library technology, from structure and infrastructure to websites and makerspaces;adult services, youth services, and children's services;associations, state library agencies, and other professional organizations;global perspectives on public libraries; andadvocacy, outreach, and human rights. Exhaustively researched and expansive in its scope, this benchmark text continues to serve both LIS students and working professionals.

Creativity for 21st Century Skills - Jane Piirto 2011-10-23
VERY practical, on target for schools today—good balance of theory with anecdotal connections." "At first I was worried about the time involved. I discovered when given 5 minutes . . . the time is a continuation to their work in progress. Realizing that creativity does not have to consume large chunks of time is more meaningful than tokens." "I like the tone of the writing. It feels like there is a conversation going on." "I like the stories of famous people and how their creativity influenced and changed their lives." CREATIVITY FOR 21ST CENTURY SKILLS describes what many creative people really do when they create. It focuses on the practical applications of a theoretical approach to creativity training the author has developed. Many suggestions for enhancing creativity focus on ideas that are over 60 years old. This new approach may be helpful for those seeking to develop 21st Century Skills of creativity. Five core attitudes (Naiveté, Risk-taking, Self-Discipline, Tolerance for Ambiguity, and Group Trust), Seven I's (Inspiration, Intuition, Improvisation, Imagination, Imagery, Incubation, and Insight), and several General Practices—the use of ritual, meditation, solitude, exercise, silence, and a creative attitude to the process of life, with corresponding activities, are described, discussed, and illustrated. A discussion of how to be creative within an educational institution is also included. JANE PIIRTO is Trustees' Distinguished Professor at Ashland University. Her doctorate is in educational leadership. She has worked with students pre-K to doctoral level as a teacher, administrator, and professor. She has published 11 books, both literary and scholarly, and many scholarly articles in peer-reviewed journals and anthologies, as well as several poetry and creative nonfiction chapbooks. She has won Individual Artist Fellowships from the Ohio Arts Council in both poetry and fiction and is one of the few American writers listed as both a poet and a writer in the Directory of American Poets and Writers. She is a recipient of the Mensa Lifetime Achievement Award, of an honorary Doctor of Humane Letters, was named an Ohio Magazine educator of distinction. In 2010 she was named Distinguished Scholar by the National Association for Gifted Children.

3D Modeling - Theo Zizka 2014-08-01
Learn how to create computer-generated 3D models like the ones used in video games and animated films. Readers will blend their art and technology skills as they learn how to use the program SketchUp. Photos, sidebars, and callouts help readers draw connections between new concepts in this book and other makers-related concepts they may already know. Additional text features and search tools, including a glossary and an index, help students locate information and learn new words.

LISS 2013 - Runtong Zhang 2014-10-20
Information and communication technology has helped to provide a more effective network infrastructure and development platform for logistics and service operations. In order to meet the needs of consumers and particularly to promote low-carbon development processes, new types of services will also emerge. LISS 2013 is a prime international forum for both researchers and industry practitioners to exchange the latest fundamental advances in the state of the art and practice of logistics, informatics, service operations and service science. Experts and researchers from related fields will discuss current issues and future development opportunities discuss and analyze developing trends and exchange the latest research and academic thought. The theme of the conference is Logistics and Service Science based on the Internet of Things.