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Introduction Computing Programming Multimedia Approach

Guzdial introduces programming as a way of creating and manipulating media—a context familiar and intriguing to today's readers. Starts readers with actual programming early on. Puts programming in a relevant context (Computing for Communications). Includes implementing Photoshop-like effects, reversing/splicing sounds, creating animations.

Introduction to Computing and Programming in Python, A ...

Our approach isn't the more common approach of introducing one computing topic per chapter. We introduce computing concepts as needed to do a desired media manipulation (like using nested

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loops to mirror a picture). Some chapters introduce several computing concepts, while others repeat computing concepts in a different medium.

Introduction to Computing and Programming in Java: A ...

1 Introduction to Computer Science and Media Computation . 2 Introduction to Java . 3 Introduction to Programming. 4 Modifying Pictures using Loops . 5 Modifying Pixels in a Matrix . 6 Conditionally Modifying Pixels . 7 Drawing . 8 Modifying all Samples in a Sound . 9 Modifying Samples using Ranges . 10 Combining and Creating Sounds . 11 ...

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Title: Introduction to Computing and Programming in Python: A Multimedia Approach 1 Introduction to Computing and Programming in Python A Multimedia Approach. Chapter 11 ; Advanced Text Techniques Web and Information; 2 Chapter Objectives 3 Networks Two or more computers communicating. Networks are formed when distinct computers communicate via ...

PPT - Introduction to Computing and Programming in Python ...

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Introduction to Computing and Programming in Python: A Multimedia Approach Author: Barbara Ericson Last modified by: Barbara Ericson Created Date: 5/20/2010 9:11:06 PM Document presentation format: On-screen Show (4:3) Company: Georgia Institute of Technology Other titles

Introduction to Computing and Programming in Python: A ...

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PPT - Introduction to Computing and Programming in Python ...

They created the Media Computation (MediaComp) approach, which motivates students to write programs that manipulate and create digital media, such as pictures, sounds, and videos. Now in use in nearly 200 schools around the world, this contextualized approach to introductory Computer Science attracts students not motivated by classical algorithmic problems addressed in traditional computer science education. They also lead “Georgia Computes!” an NSF-funded statewide alliance to ...

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Introduction To Computing And Programming In Python A ...

Relevant context (Computing for Communications) — Shows students that computing has a role in their professions and that it's worth learning. Manipulation of media — Includes implementing Photoshop-like effects, reversing/splicing sounds, creating animations, etc. . Use of Python — Provides a programming language that is easier to learn and use than Java or Scheme in real commercial ...

Introduction to Computing and Programming in Python, A ...

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Media Computation (nicknamed "MediaComp") is a contextualized approach to introducing

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computing using a ubiquitous theme of manipulating media. The critical characteristic of MediaComp is that students create expressive media by manipulating computational materials (like arrays and linked lists) at a lower-level of abstraction.

Media Computation Teachers Website

Introduction to Programming in Java: A Multimedia Approach Mark Guzdial and Barbara Ericson
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New Jersey 07458

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Emphasizing creativity, classroom interaction, and in-class programming examples, Introduction to Computing and Programming in Python takes a bold and unique approach to computation that engages students and applies the subject matter to the relevancy of digital media.

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