

Tech Savvy: Educating Girls in the New Computer Age

Chapter 10-4

Written: 2000

Techsavvy Educating Girls In The New Computer Age

Andrew Sears, Julie A. Jacko



Techsavvy Educating Girls In The New Computer Age:

Tech-savvy American Association of University Women. Educational Foundation. Commission on Technology, Gender, and Teacher Education, 2000 Explores girls attitudes to computers and computer technology and makes recommendations for improvements in girls education in this area Examines their reservations about the use of computers investigates the concerns of teachers and considers the gender aspects of educational software computer games and the teaching of computer science Looks at the incidence of women in computer related careers **Girls Make Media** Mary Celeste

Kearney, 2013-08-21 More girls are producing media today than at any other point in U S history and they are creating media texts in virtually every format currently possible magazines films musical recordings and websites Girls Make Media explores how young female media producers have reclaimed and reconfigured girlhood as a site for radical social cultural and political agency Central to the book is an analysis of Riot Grrrl a 1990s feminist youth movement from a fusion of punk rock and gender theory and the girl power movement it inspired The author also looks at the rise of girls only media education programs and the creation of girls studies This book will be essential reading for anyone seeking to understand contemporary female youth in today s media culture *The Climate Girl Effect* Carolyn M. Cunningham, Heather M. Crandall, 2022-09-08

From podiums on international stages to mainstream media coverage from crowds of youth marching in streets to social media feeds everywhere we look we can see girls rising in the climate justice movement Carolyn M Cunningham and Heather M Crandall examine these climate activists from the intersection of gender studies new media studies and environmental activism Chapters include cases about iconic climate girls such as Greta Thunberg Mari Copeny and Autumn Peltier Wiikwemkoong First Nation and lesser known climate girl activists who design technologies global non profit organizations and lawsuits against governments Cunningham and Crandall reveal that climate girls are intersectional activists aware of how systems of oppression including racism heterosexism and capitalism impact the climate crisis Individuals interested in women s and gender studies environmental studies and communications studies will find this book of particular interest

Human-Computer Interaction Andrew Sears, Julie A. Jacko, 2009-03-02 Hailed on first publication as a compendium of foundational principles and cutting edge research The Human Computer Interaction Handbook has become the gold standard reference in this field While human computer interaction may have emerged from within computing significant contributions have come from a variety of fields including industrial engineering psychology education and graphic design No where is this more apparent than when designing solutions for users as diverse as children older adults and individuals with physical cognitive visual or hearing impairments Derived from select chapters in The Human Computer Interaction Handbook this volume emphasizes design for these groups and also discusses HCI in the context of specific domains including healthcare games and the aerospace industry **Games Girls Play** Carolyn M. Cunningham, 2020-07-06 Games Girls Play examines the role that video games play in girls lives including how games structure girls leisure time how playing video games constitutes

different performances of femininity and what influences girls to play or not play video games Through interviews focus groups and qualitative content analyses this book analyzes girls involvement with video games It also examines different contexts in which discourses of girls and video games occur including girl oriented video games activist efforts to change the video game industry and informal education programs that teach girls video game design **Encyclopedia of Video**

Games Mark J. P. Wolf, 2021-05-24 Now in its second edition the Encyclopedia of Video Games The Culture Technology and Art of Gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry This three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them Written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world This is the second edition of Encyclopedia of Video Games The Culture Technology and Art of Gaming originally published in 2012 All of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field This set is a vital resource for scholars and video game aficionados alike **The Manhattan Family Guide to Private Schools and**

Selective Public Schools, Seventh Edition Victoria Goldman, 2016-01-08 This is the best and most comprehensive guide to Manhattan s private schools including Brooklyn and Riverdale Written by a parent who is also an expert on school admissions this guide has been helping New York City parents choose the best private and selective public schools for their children for over 20 years The new edition has been completely revised and expanded to include the latest tuition and scholarships It now lists over 75 elementary and high schools including schools for special needs children **Interdisciplinary Models and**

Tools for Serious Games: Emerging Concepts and Future Directions Van Eck, Richard, 2010-03-31 This book discusses the need for interdisciplinary awareness in the study of games and learning Provided by publisher **Revisiting The Great**

White North? Darren E. Lund, 2015-01-20 Returning seven years later to their original pieces from this landmark book over 20 leading scholars and activists revisit and reframe their rich contributions to a burgeoning scholarship on Whiteness With new reflective writings for each chapter and valuable sections on relevant readings and resources this volume refreshes and enhances the first text to pay critical and sustained attention to Whiteness in education with implications far beyond national borders Contributors include George Sefa Dei Tracey Lindberg Carl James Cynthia Levine Rasky and the late Patrick Solomon Courageously examining diverse perspectives contexts and institutional practices contributors to this volume dismantle the underpinnings of inequitable power relations privilege and marginalization The book s relevance extends to those in a range of settings with abundant and poignant lessons for enhancing and understanding transformative social justice work in education Revisiting The Great White North offers terrific grist for examining the persistence of Whiteness

even as it shape shifts Chapters are comprehensive theoretically rich and anchored in personal experience Authors reflections on the seven years since publication of the first edition of this book complexify how we understand Whiteness while simultaneously driving home the need not only to grapple with it but to work against it Christine Sleeter Professor Emerita California State University Monterey Bay Our understanding of racial inequities in education will be impoverished unless we look deeply at White privilege its variation in different contexts and resistances to change Such is the call in this important book by Lund Carr and colleagues whose analyses within Canadian contexts framed and re framed for this captivating revised edition will be useful to educators and scholars around the world Read this book today Kevin Kumashiro Dean School of Education University of San Francisco President National Association for Multicultural Education Darren Lund and Paul Carr have given the contributors to their original 2007 text the opportunity to revisit rethink reconceptualize and reframe their earlier work The result is an interesting invigorating and unsettling group of chapters that challenge readers to also revisit and rethink their own ideas about Whiteness privilege and power Teachers administrators policymakers and researchers will all benefit from this critical work Sonia Nieto Professor Emerita Language Literacy and Culture College of Education University of Massachusetts Amherst Lund and Carr bring together a superb collection of authors who collectively challenge readers to go beyond liberal platitudes about race until educators confront the political social and economic consequences of inequitably distributed privilege the path towards equality and freedom will remain elusive By immersing us in the discourse of Whiteness the essays in this book illuminate that very path Joel Westheimer University Research Chair Professor Faculty of Education University of Ottawa

Information Communication Technologies: Concepts, Methodologies, Tools, and Applications Van Slyke, Craig, 2008-04-30 The rapid development of information communication technologies ICTs is having a profound impact across numerous aspects of social economic and cultural activity worldwide and keeping pace with the associated effects implications opportunities and pitfalls has been challenging to researchers in diverse realms ranging from education to competitive intelligence

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