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In recent years, architectural animation
has offered a whole new field of

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conceptual and technical possibilities to you as an architect. Whereas some designers are intent on exploring the creative potential that high-end computer software offers, others are experimenting with its production and technical possibilities. Architecture and Animation features the most innovative proponents of the media, and features work from Mark Burry, Greg Lynn, Ben Nicholson, Oosterhuis.nl, Ali Rahim, Chris Romero and Bernard Tschumi.

Educational institutions all over the world continue to attract the services of foreign-born scholars. In addition to the culture shock that immigrants experience in unfamiliar countries, these scholars often undergo

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"pedagogical shock." Through autobiographical accounts of foreign-born professors from Africa, Asia, Europe, and the US, this volume examines the experiences of foreign-born professors around the world to provide insight on the curricular, school-systemic, and sociological differences and challenges that are encountered, and how to help resolve them. It will help administrators, institutions, and immigration and comparative education scholars understand the cross-cultural challenges and coping strategies that define the private and professional lives of foreign-born professors across the globe.

The return of a classic book about games and play that illuminates the relationship between the well-played

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game and the well-lived life. In *The Well-Played Game*, games guru Bernard De Koven explores the interaction of play and games, offering players—as well as game designers, educators, and scholars—a guide to how games work. De Koven's classic treatise on how human beings play together, first published in 1978, investigates many issues newly resonant in the era of video and computer games, including social gameplay and player modification. The digital game industry, now moving beyond its emphasis on graphic techniques to focus on player interaction, has much to learn from *The Well-Played Game*. De Koven explains that when players congratulate each other on a “well-played” game, they are expressing a unique and profound synthesis that

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Combines the concepts of play (with its associations of playfulness and fun) and game (with its associations of rule-following). This, he tells us, yields a larger concept: the experience and expression of excellence. De Koven—affectionately and appreciatively hailed by Eric Zimmerman as “our shaman of play”—explores the experience of a well-played game, how we share it, and how we can experience it again; issues of cheating, fairness, keeping score, changing old games (why not change the rules in pursuit of new ways to play?), and making up new games; playing for keeps; and winning. His book belongs on the bookshelves of players who want to find a game in which they can play well, who are looking for others with whom they can play well, and who

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have discovered the relationship between the well-played game and the well-lived life.

This book constitutes the refereed post-conference proceedings of the IFIP TC 3 Open Conference on Computers in Education, OCCE 2018, held in Linz, Austria, in June 2018. The 24 revised full papers and 3 short papers included in this volume were carefully reviewed and selected from 63 submissions during two rounds of reviewing. The papers discuss key emerging topics and evolving practices in the area of educational computing research. They are organized in the following topical sections: computational thinking; programming and computer science education; teachers' education and professional development; games-based learning and gamification;

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learning in specific and disciplinary contexts; learning in social networking environments; and self-assessment, e-assessment and e-examinations.

Here, in one volume, are two remarkable novels by the chief spokesman of the so-called "new novel" which has caused such discussion and aroused such controversy. "Jealousy," said the New York Times Book Review "is a technical masterpiece, impeccably contrived." "It is an exhilarating challenge," said the San Francisco Chronicle. The Times Literary Supplement of London called Robbe-Grillet an "incomparable artist" and the Guardian termed Jealousy "an extraordinary book." In his native France, leading critic Maurice Nadeau wrote in France-Observateur that "In

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the Labyrinth is better than an excellent novel; it is a great work of literature, and fellow novelist and critic Claude Roy judged the same work Robbe-Grillet's "best book," while here in America the "Parade of Books" column called In the Labyrinth "a highly emotional experience for the reader" and went on to predict: "Robbe-Grillet will take his place in world literature as a successor of Balzac and Proust." This volume, which offers incisive essays on Robbe-Grillet by Professor Bruce Morrissette of the University of Chicago and by French critics Roland Barthes and Anne Minor, also contains a helpful bibliography of writings by and about the author.

Interdisciplinarity research results from a growing need for multi-perspective

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methods, and knowledge on complex and multifaceted objects of study. It is not simply scientific research that involves several disciplines, but ultimately, the aim is confronting this knowledge and – if possible – articulating it coherently. Using specific examples, *Methods and Interdisciplinarity* categorizes the different modes of interdisciplinarity and discusses the mechanisms of hybridization between them. On the one hand, the book shows how the same issue can be treated according to various points of view from several disciplines, which can give rise to complementary or even contradictory knowledge. On the other hand, it illustrates how methods from some disciplines make it possible to articulate the qualitative or quantitative approaches of others.

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Pioneering manifesto by founder of "International School." Technical and aesthetic theories, views of industry, economics, relation of form to function, "mass-production split," and much more. Profusely illustrated.

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