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Guzdial introduces programming as a way of creating and manipulating media—a context familiar and intriguing to today's students. Students begin actual programming early on (sometimes over 100 lines of code in the second assignment). Guzdial's approach has met with substantial success in class testing.

Introduction to Computing and Programming in Python, A ...
Introduction to Computing and Programming with Java: A Multimedia Approach Paperback – 7 April 2006 by Mark J. Guzdial (Author), Barbara Ericson (Author) 3.7 out of 5 stars 25 ratings See all formats and editions

Introduction to Computing and Programming with Java: A ...
The media computation approach used in this book starts with what students use computers for: image manipulation, digital music, web pages, games, and so on. We then explain programming and computing in terms of these activities.

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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 ...

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

Media Computation (nicknamed "MediaComp") is a contextualized approach to introducing 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 Computing and Programming with Java A Multimedia Approach Barbara Ericson This complete first course in Java introduces each new concept in the context of programs that manipulate students'own sounds, pictures, web pages, and video: programs that help them communicate.

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Abstract. Guzdial introduces programming as a way of creating and manipulating media 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.

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Description. This unique book uses multimedia applications to motivate introductory computer science majors or non-majors. The book's hands-on approach shows how programs can be used to build multimedia computer science applications that include sound, graphics, music, pictures, and movies. The students learn a key set of computer science tools and topics, as well as programming skills; such as how to design and use algorithms, and practical software engineering methods.

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Data science is an inter-disciplinary field that uses scientific methods, processes, algorithms and systems to extract knowledge and insights from many structural and unstructured data. Data science is related to data mining, machine learning and big data.. Data science is a "concept to unify statistics, data analysis and their related methods" in order to "understand and analyze actual ...

Introduction to Computing and Programming in Python, 3e, uses multimedia applications to motivate introductory computer science majors or non-majors. The book's hands-on approach shows how programs can be used to build multimedia computer science applications that include sound, graphics, music, pictures, and movies. The students learn a key set of computer science tools and topics, as well as programming skills; such as how to design and use algorithms, and practical software engineering methods. The book also includes optional coverage of HCI, as well as rudimentary data structures and databases using the user-friendly Python language for implementation. Authors Guzdial and Ericson also demonstrate how to communicate compatibly through networks and do concurrent programming. 0133591522 / 9780133591521 Introduction to Computing and Programming in Python & MyProgrammingLab with eText Package consists of 01332923513 / 97801332923514 Introduction to Computing and Programming in Python 0133590747 / 9780133590746 MyProgrammingLab with eText -- Access Code Card -- for Introduction to Computing and Programming in Python

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Mark Guzdial and Barb Ericson have a most effective method for teaching computing and Java programming in a context that readers find interesting: manipulating digital media. Readers get started right away by learning how to write programs that create interesting effects with sounds, pictures, web pages, and video. The authors use these multimedia applications to teach critical programming skills and principles like how to design and use algorithms, and practical software engineering methods—all in the context of learning how to program in Java. Mark and Barb also demonstrate how to communicate compatibly through networks and do concurrent programming. The book also includes optional coverage of rudimentary data structures and databases using Java and comes with a CD-ROM containing all the code files referenced in the text and required for media manipulation. Allows readers to use their own media, such as personal sound or picture files. Demonstrates how to manipulate media in useful ways, from reducing red eye and splicing sounds to generating digital video special effects. The book also includes optional coverage of rudimentary data structures and databases using Java and comes with a CD-ROM containing all the code files referenced in the text and required for media manipulation. For beginners interested in learning more about basic multimedia computing and programming.

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Multimedia Programming: A Practical Approach is a maiden treatise on the core concepts of multimedia programming standards and practices catering to the different branches of Engineering disciplines of Computer Science, Information Technology, Electronics & Communication Engineering and Electrical Engineering of various Indian and Foreign Universities. The book deals with an in-depth analysis of the facets of hands on of multimedia programming essentials with reference to the different multimedia file standards in existence. Each chapter of the book starts with a brief introduction of the topic and ends with review questions and programming exercises. The fundamental concepts of multimedia programming with Virtual Reality Markup Language (VRML) essentials are explained with suitable illustrations and real life examples. The book describes the core concepts of multimedia basics, multimedia file standards with reference to discrete and continuous media, multimedia devices and future of multimedia in the form of VRML with illustrative programming examples. The distinctive feature of this book is the assay of real-time programming examples in Win 32 API programming platform.

Humans are the best functioning example of multimedia communication and computing - that is, we understand information and experiences through the unified perspective offered by our five senses. This innovative textbook presents emerging techniques in multimedia computing from an experiential perspective in which each medium - audio, images, text, and so on - is a strong component of the complete, integrated exchange of information or experience. The authors' goal is to present current techniques in computing and communication that will lead to the development of a unified and holistic approach to computing using heterogeneous data sources. Gerald Friedland and Ramesh Jain introduce the fundamentals of multimedia computing, describing the properties of perceptually encoded information, presenting common algorithms and concepts for handling it, and outlining the typical requirements for emerging applications that use multifarious information sources. Designed for advanced undergraduate and beginning graduate courses, the book will also serve as an introduction for engineers and researchers interested in understanding the elements of multimedia and their role in building specific applications.

Introduction to Computing and Programming in Python, 3e, uses multimedia applications to motivate introductory computer science majors or non-majors. The book's hands-on approach shows how programs can be used to build multimedia computer science applications that include sound, graphics, music, pictures, and movies. The students learn a key set of computer science tools and topics, as well as programming skills; such as how to design and use algorithms, and practical software engineering methods. The book also includes optional coverage of HCI, as well as rudimentary data structures and databases using the user-friendly Python language for implementation. Authors Guzdial and Ericson also demonstrate how to communicate compatibly through networks and do concurrent programming. 0133591522 / 9780133591521 Introduction to Computing and Programming in Python & MyProgrammingLab with eText Package consists of 01332923513 / 97801332923514 Introduction to Computing and Programming in Python 0133590747 / 9780133590746 MyProgrammingLab with eText -- Access Code Card -- for Introduction to Computing and Programming in Python

0133591530 / 9780133591538 Introduction to Computing and Programming in Python, Student Value Edition & MyProgrammingLab with eText -- Access Code Card Package Package consists of: 013359047X / 9780133590470 Introduction to Computing and Programming in Python, Student Value Edition 0133590747 / 9780133590746 MyProgrammingLab with eText -- Access Code Card -- for Introduction to Computing and Programming in Python

This 14-chapter introduction to programming with Java at the CS-1 level, uses multimedia-based programs as a means of instruction. Multimedia is a combination of various media such as text, audio, video, images, graphics and animation. With this book, students will learn Java using programs that draw graphics and images, perform animation, read and play music files, display video, and more. This text uses clear explanations and illustrations, and does not require prior programming experience, knowledge of graphics, or other media APIs. Programming with Java: A Multimedia Approach covers topics such as variables, data types, literals, operators, creating objects, Java 2D classes, user-defined classes, inheritance, interfaces, exception handling, GUI programming, generics and collections, and multithreaded programming. It also provides introductions to arrays and the scanner class. TuringsCraft CodeLab access is available for adopting professors. Custom CodeLab: CodeLab is a web-based interactive programming exercise service that has been customized to accompany this text. It provides numerous short exercises, each focused on a particular programming idea or language construct. The student types in code and the system immediately judges its correctness, offering hints when the submission is incorrect.