

Creating E Learning Games With Unity Horachek David

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Coding as a Playground - Marina Umaschi Bers 2020-10-05

Coding as a Playground, Second Edition focuses on how young children (aged 7 and under) can engage in computational thinking and be taught to become computer programmers, a process that can increase both their cognitive and social-emotional skills. Learn how coding can engage children as producers—and not merely consumers—of technology in a playful way. You will come away from this groundbreaking work with an understanding of how coding promotes developmentally appropriate experiences such as problem-solving, imagination, cognitive challenges, social interactions, motor skills development, emotional exploration, and making different choices. Featuring all-new case studies, vignettes, and projects, as well as an expanded focus on teaching coding as a new literacy, this second edition helps you learn how to integrate coding into different curricular areas to promote literacy, math, science, engineering, and the arts through a project-based approach and a positive attitude to learning.

BUKU MODEL FLIPPED BLENDED LEARNING - Prof. Dr.Nizwardi Jalinus, M.Ed

Buku ini mengeksplorasi pengembangan model blended learning, jenis-jenis model blended learning yang telah ada sebelumnya, model blended yang dikembangkan, berisikan tentang langkah-langkah atau sintak pembelajaran blended learning yang memuat sintak terdiri dari a). Learning orientation, b) Access content material and activities, c). Group assignment project, d). Discuss to monitoring project, e). Test the results of the project dan f). Evaluation. Kemudian juga memuat adanya sistem sosial, sistem pendukung, dampak instruksional dan dampak pengiring, konsep Pendidikan Vokasi, revolusi industri 4.0, kompetensi 4C, HOTS, serta dilengkapi panduan menggunakan e-learning bagi dosen dan mahasiswa. Model blended learning yang dikembangkan dimana pembelajaran dilakukan secara face to face/tatap muka dan online sehingga memiliki proporsi pola pembelajaran yang jelas. Terjadinya fleksibilitas belajar dimana dan kapan saja dan waktu yang bebas melalui fasilitas komunikasi secara tatap muka, maupun interaksi online menggunakan chat dan forum untuk menggali berfikir kritis melalui diskusi. Memuat pula unsur-unsur mahasiswa untuk kreatif dan inovasi dalam menghasilkan produk melalui adanya penugasan dan proyek. Serta bahan ajar daring yang dibuat menarik dengan adanya komponen multimedia (teks, gambar, video).

Learning Unity Physics - K. Aava Rani 2014-10-29

If you are familiar with the fundamentals of Physics and have basic experience of Unity game development, but have no knowledge of using the two together, then this book is for you.

[The Illio](#) - 1911

Virtual Reality with VRTK4 - Rakesh Baruah 2019-12-06

Virtual reality is quickly becoming the next medium to communicate your ideas. Once siloed in make-believe world of science fiction, virtual reality can now touch any aspect of your life. This book shows you how to create original virtual reality content using the Unity game engine and the Virtual Reality Tool Kit. By the end of the book you'll be creating your own virtual reality experience using the fundamental building blocks within. You'll start by reviewing spatial computing, an emerging field that encompasses self-driving cars to space exploration. You'll also

create your own virtual reality environments for use on headsets such as those from Oculus and HTC. Using the Unity3D game engine and the Virtual Reality Toolkit on a computer or laptop, you will walk through the fundamentals of virtual reality with as little code as possible. That is the beauty of Unity and the Virtual Reality Toolkit. You will discover how to use buttons in a virtual space, gaze-tracking for user input, and physics for enabling interaction between a human and a virtual space. From game design to education to healthcare to human resources, virtual reality offers new and creative ways to engage users, students, patients, customers, and more. Not a coding book, Virtual Reality with VRTK4 shows that you don't need to be a computer or graphics whiz to begin creating your own virtual reality experiences. What You'll Learn Grasp Virtual Reality Toolkit and its interaction with Unity3DExplore the fundamental science of virtual realityReview the inner workings of Unity3D and its integration with VRTKUnderstand the big picture of C# coding in Unity3DIncorporate head and hand movement into virtual experiences Who This Book Is For Creative professionals or students who are familiar with computer design programs and want to begin prototyping their own original virtual reality work as quickly as possible.

Principles of Object-Oriented Modeling and Simulation with Modelica 3.3 - Peter Fritzson 2014-11-24

Fritzson covers the Modelica language in impressive depth from the basic concepts such as cyber-physical, equation-based, object-oriented, system, model, and simulation, while also incorporating over a hundred exercises and their solutions for a tutorial, easy-to-read experience. The only book with complete Modelica 3.3 coverage Over one hundred exercises and solutions Examines basic concepts such as cyber-physical, equation-based, object-oriented, system, model, and simulation

Casual Game Design - Gregory Trefry 2010-01-26

From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casual

Adult Literacy - Paul Fordham 1995

This is a book for development workers who have no formal training in adult education who have to respond - as planners, trainers or teachers - to requests for literacy skills. It sets out to deepen their understanding of literacy and its importance in the process of development and change. Using examples from many countries, the authors give practical guidance, in clear language, for all stages of literacy action from planning to assessment. Besides reading, they cover the skills involved in writing, calculating and interpreting visual images. They suggest ways of using materials that are already available and how to develop new ones designed for specific situations. Authors give practical guidance in clear language for all stages of literacy action from planning to assessment.

Triadic Game Design - Casper Hartevelde 2011-02-26

Many designers, policy makers, teachers, and other practitioners are beginning to understand the usefulness of using digital games beyond entertainment. Games have been developed for teaching, recruiting and to collect data to improve search engines. This book examines the

fundamentals of designing any game with a serious purpose and provides a way of thinking on how to design one successfully. The reader will be introduced to a design philosophy called "Triadic Game Design."; a theory that all games involve three worlds: the worlds of Reality, Meaning, and Play. Each world is affiliated with aspects. A balance needs to be found within and between the three worlds. Such a balance is difficult to achieve, during the design many tensions will arise, forcing designers to make trade-offs. To deal with these tensions and to ensure that the right decisions are made to create a harmonic game, a frame of reference is needed. This is what Triadic Game Design offers.

Gamification Mindset - Ole Goethe 2019-06-17

This book explores how gamification techniques are used to leverage users' natural desires for achievement, competition, collaboration, learning and more. Compared to other books on this topic, it gives more than just an introduction and develops the readers understanding through frameworks and models, based on research to make it easier to develop gamified systems. The concept of gamification achieved increased popularity in 2010 when a number of softwares and services started explaining their products as a 'gamification' design. Gamification Mindset explains how game elements and mechanics are important, how video games are learning systems and examines how video game aesthetics are vital in the development of gamification. The book will challenge some common beliefs when it comes to gamifications' abilities to immerse and change the user's intrinsic and extrinsic motivations. Gamification Mindset aims to develop new models in gamification to enable easier gamification scenarios. It is a comprehensive analysis and discussion about gamification and serves as a useful tool, since it acquaints readers with gamification and how to use it, through illustrated practical theoretical models. Academic researchers, students, educators and professional game and gamification designers will find this book invaluable.

Beginning Python Games Development, Second Edition - Will McGugan 2015-07-10

Beginning Python Games Development, Second Edition teaches you how to create compelling games using Python and the PyGame games development library. It will teach you how to create visuals, do event handling, create 3D games, add media elements, and integrate OpenGL into your Python game. In this update to the first ever book to cover the popular open source PyGame games development library, you'll stand to gain valuable technical insights and follow along with the creation of a real-world, freely downloadable video game. Written by industry veterans and Python experts Will McGugan and Harrison Kinsley, this is a comprehensive, practical introduction to games development in Python. You can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world's largest game developers.

International Perspectives on Spinal Cord Injury - World Health Organization 2013

"Every year between 250 000 and 500 000 people suffer a spinal cord injury, with road traffic crashes, falls and violence as the three leading causes. People with spinal cord injury are two to five times more likely to die prematurely. They also have lower rates of school enrollment and economic participation than people without such injuries. Spinal cord injury has costly consequences for the individual and society, but it is preventable, survivable and need not preclude good health and social inclusion. Ensuring an adequate medical and rehabilitation response, followed by supportive services and accessible environments, can help minimize the disruption to people with spinal cord injury and their families. The aims of International perspectives on spinal cord injury are to: ---assemble and summarize information on spinal cord injury, in particular the epidemiology, services, interventions and policies that are relevant, together with the lived experience of people with spinal cord injury; ---make recommendations for actions based on this evidence that are consistent with the aspirations for people with disabilities as expressed in the Convention on the Rights of Persons with Disabilities.

Creating E-learning Games with Unity - David Horachek 2014

Preparedness and Response to a Rural Mass Casualty Incident - Institute of Medicine 2011-04-18
Problems contacting emergency services and delayed assistance are not unusual when incidents occur in rural areas, and the consequences can be devastating, particularly with mass casualty incidents. The IOM's Forum on Medical and Public Health Preparedness for Catastrophic Events held a workshop to examine the current capabilities of emergency response systems and the future opportunities to improve mass casualty response in rural communities.

Serious Games and Edutainment Applications - Minhua Ma 2017-03-03

With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field. Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education. This second volume of Serious Games and Edutainment Applications offers further insights for researchers, designers and educators who are interested in using serious games for training and educational purposes, and gives game developers with detailed information on current topics and developments within this growing area.

Beyond the Nation State - D. Hanley 2007-11-09

States are seen as needing to provide responses to these new challenges, but parties within those states are equally challenged. David Hanley examines how parties address those challenges and the manner in which parties act at supranational level.

Art Therapy and Clinical Neuroscience - Richard Carr 2008-10-15

Art Therapy and Clinical Neuroscience offers an authoritative introductory account of recent developments in clinical neuroscience and its impact on art therapy theory and practice. Contributors explore the complex relationship between art and creativity and neurological functions such as those that occur during stress response, immune functioning, child developmental phases, gender difference, the processing of imagery, attachment, and trauma. It deciphers neuroscientific language and theory and contributes innovative concrete applications and interventions useful in art therapy. This book is essential reading for art therapists, expressive arts therapists, counselors, mental health practitioners, and students.

Handbook of Natural Language Processing - Nitin Indurkha 2010-02-22

The Handbook of Natural Language Processing, Second Edition presents practical tools and techniques for implementing natural language processing in computer systems. Along with removing outdated material, this edition updates every chapter and expands the content to include emerging areas, such as sentiment analysis. New to the Second Edition

Learning C# Programming with Unity 3D - Alex Okita 2014-08-01

Designed to give you enough familiarity in a programming language to be immediately productive, Learning C# Programming with Unity 3D provides the basics of programming and brings you quickly up to speed. Organized into easy-to-follow lessons, the book covers how C# is used to make a game in Unity3D. After reading this book, you will be armed with the knowledge required to feel confident in learning more. You'll have what it takes to at least look at code without your head spinning. Writing a massive multiplayer online role-playing game is quite hard, of course, but learning how to write a simple behavior isn't. Like drawing, you start off with the basics such as spheres and cubes. After plenty of practice, you'll be able to create a real work of art. This applies to writing code—you start off with basic calculations, then move on to the logic that drives a complex game. By the end of this book, you will have the skills to be a capable

programmer, or at least know what is involved with how to read and write code. Although you could go online and find videos and tutorials, there is a distinct advantage when it comes to learning things in order and in one place. Most online tutorials for C# are scattered, disordered, and incohesive. It's difficult to find a good starting point, and even more difficult to find a continuous list of tutorials to bring you to any clear understanding of the C# programming language. This book not only gives you a strong foundation, but puts you on the path to game development.

Springer Handbook of Automation - Shimon Y. Nof 2009-07-16

This handbook incorporates new developments in automation. It also presents a widespread and well-structured conglomeration of new emerging application areas, such as medical systems and health, transportation, security and maintenance, service, construction and retail as well as production or logistics. The handbook is not only an ideal resource for automation experts but also for people new to this expanding field.

Building an RPG with Unreal - Steve Santello 2016-01-28

Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C++, Blueprints, and UMG to create a role playing game (RPG) efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective, step-by-step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG, you are this book's target reader. The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level. What You Will Learn Program gameplay elements in C++ in Unreal Create custom game data for entities such as players and enemies Create a turn-based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world, developers are looking for the best ways of creating games of any genre in the engine. This book will lay out the foundation of creating a turn-based RPG in Unreal Engine 4. The book starts by walking you through creating a turn-based battle system that can hold commands for party members and enemies. You'll get your hands dirty by creating NPCs such as shop owners, and important mechanics, that make up every RPG such as a currency system, inventory, dialogue, and character statistics. Although this book specifically focuses on the creation of a turn-based RPG, there are a variety of topics that can be utilized when creating many other types of genres. By the end of the book, you will be able to build upon core RPG framework elements to create your own game experience. Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG. By the end of the book, you will have considerably leveled up your ability to make your own game

Learning Virtual Reality - Tony Parisi 2015-10-26

Annotation Get an introduction to the technologies, tools, and techniques for programming virtual reality on the latest generation of desktop and mobile VR hardware. With this hands-on guide, you'll learn essential development and production concepts, including UI design, stereo rendering, 3D input, and programming VR applications for native desktop, mobile and the web. You don't have to be a game development wizard or have 3D graphics experience to get started. If you have basic programming skills and some familiarity with mobile development, this book will help you gain a working knowledge of virtual reality through clear and simple examples.

Oracle E-Business Suite R12.x HRMS - A Functionality Guide - Pravin S. Ingawale 2015-06-25

Oracle's E-Business Suite Human Capital Management enables organizations to architect a global foundation for HR data and improved business processes. The book starts by introducing Oracle Application E-Business Suite, its architecture, and how to set up the preliminary components such as roles, groups, and profile options. As you progress through the chapters, you'll learn to define common data from an enterprise perspective, such as the unique structures for jobs, positions, job groups, and other business entities. As we move from learning the core HR structures, you'll

learn to implement people management concepts such as maintaining personal information, identifying assignments, managing assignments of personnel, changing assignments, and terminating an assignment or employee. By the end of this book, you will have a thorough knowledge of implementing a fully functional HR system based on strategic business needs, along with a detailed understanding of the key functions and benefits of Oracle HCM.

Religion Index One - 1988

When We Fight, We Win - Greg Jobin-Leeds 2016-01-05

Real stories of hard-fought battles for social change, told by those on the front lines—with clear lessons and tips for activists on gaining power from the ground up “As protests and demonstrations sprout across the land, young organizers and activists need to know why and how movements are sustained and how they grow. That resource has arrived.” —Mumia Abu-Jamal, author and activist In this visually rich and deeply inspiring book, the leaders of some of the most successful movements of the past decade—from the legalization of same-sex marriage to the Black Lives Matter movement—distill their wisdom, sharing lessons of what makes transformative social change possible. Longtime social activist Greg Jobin-Leeds joins forces with AgitArte, a collective of artists and organizers, to capture the stories, philosophy, tactics, and art of today's leading social movements. *When We Fight, We Win!* weaves together interviews with today's most successful activists and artists from across the country and beyond—including Patsisse Cullors, Bill McKibben, Clayton Thomas-Muller, Karen Lewis, Favianna Rodriguez, Rea Carey, and Gaby Pacheco, among others—with narrative recountings of their inspiring strategies and campaigns alongside full-color photos. It includes a foreword by Rinku Sen and an afterword by Antonia Darder. The recent nationwide explosion of protests has shown the power the people have when we join together with a common goal and compelling message. *When We Fight, We Win!* will give a whole generation of readers the road map to building resilient movements that can achieve real social justice.

Developing Adult Literacy - Juliet McCaffery 2007

This book will help those who plan and develop literacy initiatives; using case studies from literacy programmes in many countries including Egypt, India, Indonesia, Mali, Nigeria, the Philippines and Uganda, it demonstrates the importance of literacy, its power to improve lives, and the role literacy plays in social and economic development.

Animal Narratology - Joela Jacobs 2020-12-15

Animal Narratology interrogates what it means to narrate, to speak—speak for, on behalf of—and to voice, or represent life beyond the human, which is in itself as different as insects, bears, and dogs are from each other, and yet more, as individual as a single mouse, horse, or puma. The varied contributions to this interdisciplinary Special Issue highlight assumptions about the human perception of, attitude toward, and responsibility for the animals that are read and written about, thus demonstrating that just as “the animal” does not exist, neither does “the human”. In their zoopoetic focus, the analyses are aware that animal narratology ultimately always contains an approximation of an animal perspective in human terms and terminology, yet they make clear that what matters is how the animal is approximated and that there is an effort to approach and encounter the non-human in the first place. Many of the analyses come to the conclusion that literary animals give readers the opportunity to expand their own points of view both on themselves and others by adopting another's perspective to the degree that such an endeavor is possible. Ultimately, the contributions call for a recognition of the many spaces, moments, and modes in which human lives are entangled with those of animals—one of which is located within the creative bounds of storytelling.

Creating E-Learning Games with Unity - David Horachek 2014-03-25

This book is an easy-to-follow guide that incrementally develops the game framework and missions, step-by-step, with each chapter. Extensive source code is provided and explained in detail to support and explain each of the concepts in the book. This book is intended for novice

game programmers with a little experience in Unity3D, who want to learn how to program eLearning games. Educators and trainers who want to use Unity in an eLearning setting will also benefit from the book. It would be helpful to have a basic understanding of the concepts such as Unity scripting and the Finite State Machine (FSM), but no prior experience in game development is required.

2018 3rd International Conference of the Portuguese Society for Engineering Education (CISPEE) - IEEE Staff 2018-06-27

Engineering education faces unprecedented challenges, in times where the role and positioning of Higher Education Institutions (HEI) is constantly changing and reinventing itself. This is mostly due to fast changing times, where the world is different everyday especially when related to the advances in science and technology. Engineering, making the bridge between fundamental science and practical application for citizens, is also required to change. Engineers are supposed to dominate and be proficient not only in the technical tasks, as in the past, but also in social, communicational and personal dimensions in order to be able to effectively provide answers to societal challenges. Teachers in HEIs are a key and central aspect of this continuous changes, an essential element in this continuous transition. CISPEE 2018 will provide the forum for discussion, debate, presentation of challenges and most importantly solutions in paving the way of Engineering Education for the future.

Raspberry Pi IoT Projects - John C. Shovic 2016-08-12

Build your own Internet of Things (IoT) projects for prototyping and proof-of-concept purposes. This book contains the tools needed to build a prototype of your design, sense the environment, communicate with the Internet (over the Internet and Machine to Machine communications) and display the results. Raspberry Pi IoT Projects provides several IoT projects and designs are shown from the start to the finish including an IoT Heartbeat Monitor, an IoT Swarm, IoT Solar Powered Weather Station, an IoT iBeacon Application and a RFID (Radio Frequency Identification) IoT Inventory Tracking System. The software is presented as reusable libraries, primarily in Python and C with full source code available. Raspberry Pi IoT Projects: Prototyping Experiments for Makers is also a valuable learning resource for classrooms and learning labs. What You'll Learn build IOT projects with the Raspberry Pi Talk to sensors with the Raspberry Pi Use iBeacons with the IOT Raspberry Pi Communicate your IOT data to the Internet Build security into your IOT device Who This Book Is For Primary audience are those with some technical background, but not necessarily engineers. It will also appeal to technical people wanting to learn about the Raspberry Pi in a project-oriented method.

Mastering Web Development with AngularJS and Bootstrap - K. Aava Rani 2016-06-30

With the increasing interest in AngularJS and Bootstrap around the technical world, you could say that it is setting a trend to help users achieve great workflows using Grunt and Yeoman. Built to create dynamic web applications, AngularJS uses the MVC or MVVM architecture and simplifies the development of complex web applications by extending your application's framework. The combination of AngularJS and Bootstrap aims to help developers easily create modern, powerful, customized web applications. From the start, this book will cover how to set up your workflow with Yeoman and Grunt, create excellent architecture, design and customize the layout, and utilize the innovative and user-friendly features of Bootstrap. By working through the chapters, you will quickly master the development process with the MVC architecture and move on to using AngularJS directives and HighCharts to create charts for financial projects. Master the usage of Firebase with AngularJS and learn to manipulate data in your chart. Finally, we will deal with more advanced topics such as how to use websockets, handle interaction and animations, and create model popups, and the best practices when troubleshooting code errors.

Creative Thinking and Arts-Based Learning - Joan P. Isenberg 2016

Note: This is the bound book only and does not include access to the Enhanced Pearson eText. To order the Enhanced Pearson eText packaged with a bound book, use ISBN 0134290062. How to integrate creativity, play, and the arts into the early childhood curriculum while stimulating

learning, meeting current accountability standards, incorporating technology, and differentiating instruction to adapt for the diverse learners in today's classrooms. With an emphasis on thinking creatively and being resourceful as keys to surviving and thriving in today's society, this evidence-based book provides practical ways for teachers to promote creativity, play, art, music/movement/dance, and drama for all children. It contains many authentic activities and examples to support children's learning in the arts and content areas. The book examines the teacher's role from a philosophical, pedagogical, and curricular stance by addressing key components, including the classroom environment, materials and resources, child guidance, assessment, technology applications, and culturally responsive teaching. Practical, readable, and illustrative features and discussions include Snapshots of Classrooms, Teachers' Reflections, Frequently Asked Questions, Meeting Standards guidelines, Differentiating Instruction and Making Adaptations for Diverse Learners, and Integrating the Curriculum. Also included in 7th edition are samples of children's work, how to use cooking as a creative activity, and using nature as a critical learning tool. The Enhanced Pearson eText version features new videos, Check Your Understanding quizzes, and Chapter quizzes. Improve mastery and retention with the Enhanced Pearson eText* The Enhanced Pearson eText provides a rich, interactive learning environment designed to improve student mastery of content. The Enhanced Pearson eText is: Engaging. The new interactive, multimedia learning features were developed by the authors and other subject-matter experts to deepen and enrich the learning experience. Convenient. Enjoy instant online access from your computer or download the Pearson eText App to read on or offline on your iPad(R) and Android(R) tablet.* Affordable. Experience the advantages of the Enhanced Pearson eText along with all the benefits of print for 40% to 50% less than a print bound book. *The Enhanced eText features are only available in the Pearson eText format. They are not available in third-party eTexts or downloads. *The Pearson eText App is available on Google Play and in the App Store. It requires Android OS 3.1-4, a 7" or 10" tablet, or iPad iOS 5.0 or later.

Game Development with Unity - Michelle Menard 2012

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

Learning Material Design - Kyle Mew 2015-12-29

Master Material Design and create beautiful, animated interfaces for mobile and web applications. About This Book Master the highly acclaimed Material Design paradigm and give your apps and pages the look that everyone is talking about. Get a mix of key theoretical concepts combined with enough practical examples to put each theory into practice so you can create elegant material interfaces with Android Studio and Polymer. Written by Kyle Mew, successful author with over a decade of mobile and web development experience, this book has both the touch of a developer as well as an experienced writer. Who This Book Is For This book is ideal for web developers and designers who are interested in implementing Material Design in their mobile and web apps. No prior knowledge or experience of Material Design is required, but some familiarity with procedural languages such as Java and markup languages such as HTML will provide an advantage. What You Will Learn Implement Material Design on both mobile and web platforms that work on older handsets and browsers Design stylish layouts with the Material Theme Create and manage cards, lists, and grids Design and implement sliding drawers for seamless navigation Coordinate components to work together Animate widgets and create transitions and animation program flow Use Polymer to bring Material Design to your web pages In Detail Google's Material Design language has taken the web development and design worlds by storm. Now available on many more platforms than Android, Material Design uses color, light, and movements to not only generate beautiful interfaces, but to provide intuitive navigation for the user. Learning Material Design will teach you the fundamental theories of Material Design using code samples to put these theories into practice. Focusing primarily on Android Studio, you'll create mobile interfaces using the most widely used and powerful material components, such as sliding drawers and floating action buttons. Each section will introduce the relevant Java classes and APIs required to

implement these components. With the rules regarding structure, layout, iconography, and typography covered, we then move into animation and transition, possibly Material Design's most powerful concept, allowing complex hierarchies to be displayed simply and stylishly. With all the basic technologies and concepts mastered, the book concludes by showing you how these skills can be applied to other platforms, in particular web apps, using the powerful Polymer library. Style and approach Learning Material Design combines the theories behind material design with practical examples of how these can be implemented and further reinforcing the guidelines covering style, layout and structure.

Ancient and Medieval Greek Etymology - Arnaud Zucker 2021-01-18

This volume on Greek synchronic etymology offers a set of papers evidencing the cultural significance of etymological commitment in ancient and medieval literature. The four sections illustrate the variety of approaches of the same object, which for Greek writers was much more than a technical way of studying language. Contributions focus on the functions of etymology as they were intended by the authors according to their own aims. (1) "Philosophical issues" addresses the theory of etymology and its explanatory power, especially in Plato and in Neoplatonism. (2) "Linguistic issues" discusses various etymologizing techniques and the status of etymology, which was criticized and openly rejected by some authors. (3) "Poetical practices of etymology" investigates the ubiquitous presence of etymological reflections in learned poetry, whatever the genre, didactic, aetiological or epic. (4) "Etymology and word-plays" addresses the vexed question of the limit between a mere pun and a real etymological explanation, which is more than once difficult to establish. The wide range of genres and authors and the interplay between theoretical reflection and applied practice shows clearly the importance of etymology in Greek thought.

Unity 2017 Game Optimization - Chris Dickinson 2017-11-22

Master a series of performance-enhancing coding techniques and methods that help them improve the performance of their Unity3D applications About This Book Discover features and techniques to optimize Unity Engine's CPU cycles, memory usage, and the GPU throughput of any application Explore multiple techniques to solve performance issues with your VR projects Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in your application, and discover how to resolve them Implement best practices for C# scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline, and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks Keep your scenes as dynamic as possible by making the most of the Physics engine Organize, filter, and compress your art assets to maximize performance while maintaining high quality Discover different kinds of performance problems that are critical for VR projects and how to tackle them Use the Mono Framework and C# to implement low-level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Unity is an awesome game development engine. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can

be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings. The book also introduces you to the critical performance problems for VR projects and how to tackle them. By the end of the book, you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste-free as possible via object pooling. Style and approach This practical book will help readers understand the essentials of the Unity3D engine and how to build games while improving the performance of their applications.

Game Development for iOS with Unity3D - Jeff W. Murray 2012-07-26

Demystifies the Processes of Game Development Game Development for iOS with Unity3D takes you through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store. Encompasses the Whole Range of iOS Game Development This practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at www.crcpress.com. Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building and launching iOS games. It helps you create games using Unity3D and publish them to the App Store.

Learn Unity3D Programming with UnityScript - Janine Suvak 2014-08-18

Learn Unity Programming with UnityScript is your step-by-step guide to learning to make your first Unity games using UnityScript. You will move from point-and-click components to fully customized features. You need no prior programming knowledge or any experience with other design tools such as PhotoShop or Illustrator - you can start from scratch making Unity games with what you'll learn in this book. Through hands-on examples of common game patterns, you'll learn and apply the basics of game logic and design. You will gradually become comfortable with UnityScript syntax, at each point having everything explained to you clearly and concisely. Many beginner programming books refer to documentation that is too technically abstract for a beginner to use - Learn Unity Programming with UnityScript will teach you how to read and utilize those resources to hone your skills, and rapidly increase your knowledge in Unity game development. You'll learn about animation, sound, physics, how to handle user interaction and so much more. Janine Suvak has won awards for her game development and is ready to show you how to start your journey as a game developer. The Unity3D game engine is flexible, cross-platform, and a great place to start your game development adventure, and UnityScript was made for it - so get started game programming with this book today.

The Psychology of Musical Talent - Carl Emil Seashore 1919

Cyberfeminism - Susan Hawthorne 1999

An international anthology by feminists working in the field of electronic publishing, electronic activism, electronic data delivery, multimedia production, virtual reality creation, developing programs or products electronically, as well as those developing critiques of electronic culture. This collection explores what the possibilities are for feminists and for feminism. It also grapples with the pitfalls of the medium. The book, however, does not assume that the technology in itself is negative, but rather how it is used is open to critique. This leaves open the possibility of

feminists having an impact on the way the technologies develop. The book includes connecting HTML with poetry, developing resources for Women's Studies and libraries, on-line, CD-ROM and

VRML developments. The book has markets across trade and educational sectors and could be used at secondary and tertiary levels.