library hours for winter quarter:

comedy.

paperback swap,

Wednesday, March 2nd (week 9)

Paperback Book Swap at the Library
Kentuckians. Stop by and take a look!

Collection to commemorate Black History Month, highlighting accomplished
During February, the library will have a book display of materials from the
Black History Month at the Library

- a paperback book for the chance to "dress down." Students, faculty &

Questions?

Friday — they regularly cooperate with other players to overcome daunting virtual challenges.
Research suggests that gamers are expert problem solvers and collaborators because
Computer games to solve real
Visionary game designer Jane McGonigal shows how we can harness the power of
Reality is broken: why games make us better and how they can change the

CDC, 2010

Flexible, reliable software: using patterns and agile development.
Penguin, 2008

The dumbest generation: how the digital age stupefies young Americans and
Read for the digital age. Some will disagree vehemently; others will nod sagely, mut-

boring because it isn't happening right this second and isn't about them. They're us-

valued they're studying in school (such as the Civil War or The Great Gatsby) seems

there are plenty of reasons. The immediacy and intimacy of social

It's an irony so commonplace it's become almost trite: despite the information super-

warding that they knew it all along.

It wouldn't be going too far to call this book the Why Johnny Can't

the Internet not as a learning tool but as a communications tool: instant messag-

rial they're studying in school (such as the Civil War or The Great Gatsby) seems

highway, despite a world of knowledge at their fingertips, the younger generation

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would need in a twenty

Prensky debunks the accepted wisdom that video games are harmful to children.

Better yet, Prensky details

positive attributes of popular games, including the controversial Grand Theft Auto,

and addresses parent concerns about children becoming addicted, socially isolated,

and entrepreneurs who played games growing up. Better yet, Prensky details

to teach strategy, laparoscopic surgeons who play games as a "warm

Instead, he contends that games can teach a multitude of skills, including problem

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Guides the reader through the software development process. By describing practical

As a learning context, the text helps

stories, explaining the design and programming process in detail, and using projects

Mortenson, 2006

The .NET Platform Unleashed: C# 4.0 and the .NET Framework 3.5
Sams, 2011

C# 4.0 unleashed.

While covering the language in lots of detail, it also provides enough coverage of

A practical reference focusing on the C# language and the .NET platform as a whole.

de Smet, 2009

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