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Snyder was the chairman of the National Research Council's
(NRC) committee that issued the report, "Being Fluent with
Information Technology." It is this NRC committee, funded
by the National Science Foundation, that identified the
three types of knowledge needed in Fluency.

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Technology has evolved into society's primary tool for organization, communication, research, and problem solving. It is essential that everyone learn the fundamental skills that can be applied towards being an effective user of today's technology as well as a lifelong learner of future technology. Fluency with Information Technology: Skills, Concepts, and Capabilities provides the framework for developing confident users who can both adapt to changes and solve problems as technology evolves.

Computers, communications, digital information, softwareâ € "the constituents of the information ageâ € "are everywhere. Being computer literate, that is technically competent in two or three of todayâ € TMs software applications, is not enough anymore. Individuals who want to realize the potential value of information technology (IT) in their everyday lives need to be computer fluentâ € "able to use IT effectively today and to adapt to changes tomorrow. Being Fluent with Information Technology sets the standard for what everyone should know about IT in order to use it effectively now and in the future. It explores three kinds of knowledgeâ € "intellectual capabilities, foundational concepts, and skillsâ € "that are essential for fluency with IT. The book presents detailed descriptions and examples of current skills and timeless concepts and capabilities, which will be useful to individuals who use IT and to the instructors who teach them.

"Fluency with Information Technology: Skills, Concepts, and Capabilitiesequips readers who are already familiar with computers, the Internet, and the World Wide Web with a deeper understanding of the broad capabilities of

technology. Through a project-oriented learning approach that uses examples and realistic problem-solving scenarios, Larry Snyder teaches readers to navigate information technology independently and become effective users of today's resources, forming a foundation of skills they can adapt to their personal and career goals as future technologies emerge"--Publisher's website.

This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals. Computer animation and graphics are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL. Thisis the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Teaching and Learning Experience This program will provide a better teaching and learning experience-for you and your students. It will help: *Engage Students Immediately with 3D Material: A top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own graphics.*Introduce Computer Graphics Programming with WebGL and JavaScript: WebGL is not only fully shader-based-each

application must provide at least a vertex shader and a fragment shader-but also a version that works within the latest web browsers.

This MBA and advanced undergraduate text focuses on managing information technology within organizational settings. Following an introduction to IT, hardware, software, and networking, examples are presented of three major types of IT applications: organizational systems, managerial support systems,

Combining the latest research and most current coverage available into a succinct nine chapters, FUNDAMENTALS OF INFORMATION SYSTEMS, 8E equips students with a solid understanding of the core principles of IS and how it is practiced. The streamlined 560-page eighth edition features a wealth of new examples, figures, references, and cases as it covers the latest developments from the field--and highlights their impact on the rapidly changing role of today's IS professional. In addition to a stronger career emphasis, the text includes expanded coverage of mobile solutions, energy and environmental concerns, the increased use of cloud computing across the globe, and two cases per chapter. Learning firsthand how information systems can increase profits and reduce costs, students explore new information on e-commerce and enterprise systems, artificial intelligence, virtual reality, green computing, and other issues reshaping the industry. The text introduces the challenges and risks of computer crimes, hacking, and cyberterrorism. It also presents some of the most current research on virtual communities, global IS work solutions, and social networking. No matter where

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Peter Norton's Computing Fundamentals 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an. Overview of computers, input methods and output devices, . processing data, storage devices, operating systems, software, . networking, Internet resources, and graphics. .

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