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The text contains enough expository material to stand alone, but it can also be used to supplement a more traditional textbook. Some distinguishing features of Workshop Statistics are its emphases on active learning, conceptual understanding, genuine data, and the use of technology.

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Allan Rossman's 4th Edition of Workshop Statistics: Discovery with Data is enhanced from previous issues with more focus and emphasis on collaborative learning. It further requires student observation, and integrates technology for gathering, recording, and synthesizing data. The text offers more flexibility in selecting technology tools for classrooms primarily using technologies other than graphing calculators or Fathom Dynamic Data software. Furthermore, it presents more standards for teaching statistics in an innovative, investigative, and accessible as well as provides in-depth guidance and resources to support active learning of statistics and includes updated real data sets with everyday applications in order to promote statistical literacy.

This book focuses on probability and the Bayesian viewpoint. It presents basic material on probability and then introduces inference by means of Bayes'rule. The emphasis is on statistical thinking and how one learns from data. The objective is to present the basic tenets of statistical inference. Unique in its format, the text allows students to discover statistical concepts, explore statistical principles, and apply statistical techniques. In addition to the numerous activities and exercises around which the text is built, the book includes a basic text exposition for each topic, and data appendices.

A core statistics text that emphasizes logical inquiry, notmath Basic Statistics for Social Research teaches core generalstatistical concepts and methods that all social science majorsmust master to understand (and do) social research. Its use ofmathematics and theory are deliberately limited, as the authorfocus on the use of concepts and tools of statistics in theanalysis of social science data, rather than on the mathematicaland computational aspects. Research questions and applications aretaken from a wide variety of subfields in sociology, and eachchapter is organized around one or more general ideas that areexplained at its beginning and then applied in increasing detail inthe body of the text. Each chapter contains instructive features to aid students inunderstanding and mastering the various statistical approachespresented in the book, including: Learning objectives Check quizzes after many sections and an answer key at the endof the chapter Summary Key terms End-of-chapter exercises SPSS exercises (in select chapters) Ancillary materials for both the student and the instructor areavailable and include a test bank for instructors and downloadablevideo tutorials for students.

Game Design Workshop is a truly great book, and has become, in my opinion, the de facto standard text for beginner- to intermediate-level game design education. This updated new edition is extremely relevant, useful and inspiring to all kinds of game designers. — Richard Lemarchand, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California ----- This is the perfect time for a new edition. The updates refresh elements of the book that are important as examples, but don't radically alter the thing about the book that is great: a playercentric approach to game design. — Colleen Macklin, Associate Professor, Parsons The New School for Design ----- Tracy Fullerton's Game Design Workshop covers pretty much everything a working or wannabe game designer needs to know. She covers game theory, conceping, prototyping, testing and tuning, with stops along the way to discuss what it means to a professional game designer and how to land a job. When I started thinking about my game studies course at the University of Texas at Austin, this was one book I knew I had to use. — Warren Spector, Studio Director, OtherSide Entertainment ----- "Create the digital games you love to play." Discover an exercise-driven, non-technical approach to game design, without the need for programming or artistic expertise with Game Design Workshop, Fourth Edition. Tracy Fullerton demystifies the creative process with clear and accessible analysis of the formal and dramatic systems of game design. Using examples of popular games, illustrations of design techniques, and refined exercises to strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. Game Design Workshop puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. These skills will provide the foundation for your career in any facet of the game industry including design, producing, programming, and visual design. Tracy Fullerton is an award-winning game designer and educator with over 20 years of professional experience, most recently winning the Games for Change Game of the Year Award for her independent game Walden, a game. She has also been awarded the 2016 GDC Ambassador Award, the 2015 Games for Change Game Changer Award, and the IndieCade 2013 Trailblazer award for her pioneering work in the independent games community. Tracy is a Professor of Interactive Media & Games at the USC School of Cinematic Arts and the Director of the USC Games Program, the #1 game design program in North America as ranked by the Princeton Review. Key Features Provides step-by-step introduction to the art of game designing, prototyping and playtesting innovative games A design methodology used in the USC Interactive Media program, a cutting edge program with hands-on exercises that demonstrate key concepts and the design methodology Insights from top industry game designers presented through interview format

Shorn of all subtlety and led naked out of the protec tive fold of educational research literature, there comes a sheepish little fact: lectures don't work nearly as well as many of us would like to think. -George Cobb (1992) This book contains activities that guide students to discover statistical concepts, explore statistical principles, and apply statistical techniques. Students work toward these goals through the analysis of genuine data and through inter action with one another, with their instructor, and with technology. Providing a one-semester introduction to fundamental ideas of statistics for college and advanced high school students, Warkshop Statistics is designed for courses that employ an interactive learning environment by replacing lectures with hands on activities. The text contains enough expository material to stand alone, but it can also be used to supplement a more traditional textbook. Some distinguishing features of Workshop Statistics are its emphases on active learning, conceptual understanding, genuine data, and the use of technology. The following sections of this preface elaborate on each of these aspects and also describe the unusual organizational structure of this text.

Shows a new generation of teachers how the systems, structures, routines, and rituals that support successful workshops combine with thinking, planning, and conferring to drive students' growth, inform assessment and instruction, and increase teachers' professional satisfaction. And it shows those already using the workshop how to increase its instructional power by seeing its big ideas and its component parts in fresh, dynamic ways.

Designing Clinical Research sets the standard for providing a practical guide to planning, tabulating, formulating, and implementing clinical research, with an easy-to-read, uncomplicated presentation. This edition incorporates current research methodology—including molecular and genetic clinical research—and offers an updated syllabus for conducting a clinical research workshop. Emphasis is on common sense as the main ingredient of good science. The book explains how to choose well-focused research questions and details the steps through all the elements of study design, data collection, quality assurance, and basic grant-writing. All chapters have been thoroughly revised, updated, and made more user-friendly.

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.