THE MACHINE THAT CHANGED THE WORLD

Films for the Humanities & Sciences, Inc. c 1992,
The WGBH Collection

{… this series traces the history of computers, from ENIAC to the Apple. It discusses the people and companies involved in the development of computers, and the social repercussions of the computer revolution. }

VC 004 M184 (58 minutes each - closed captioned for the hearing impaired)

Pt #:

1. Giant Brains
2. Inventing the Future
3. The paperback computer
4. The Thinking Machine
5. The World at your Fingertips

TRIUMP OF THE NERDS

Oregon Public Broadcasting & John Gau Production for PBS
Ambrose Video Publishing Inc.
OPB c1996

{… an irreverent, witty and energetic history of the personal computer industry and its creators, based on the best-selling book, Accidental Empires}

VC 338.761 T739 (55 minutes each)
PT #:

1. Impressing their Friend
2. Riding the Bear
3. Great Artists Steal

NERDS 2.0.1 A BRIEF HISTORY OF THE INTERNET

Oregon Public Broadcasting
PBS c1998

{… this sequel to the 1996 hit Triumph of the Nerd leads viewers through the ins and outs of one of the most exciting and volatile industries on the planet - the Internet}

VC 338,761 N355 (60 minutes each)
Vol #:

1. Networking the Nerds
2. Serving the Suits
3. Wiring the World

WOMEN IN COMPUTER SCIENCE

The Computing Research Association (CRA)
University Video Communications c1995

VC 004.082 W842c (55 minutes)

{… this tape covers material on women and computer science}

WOMEN IN THE HISTORY OF COMPUTER SCIENCE

The Computing Research Association (CRA)
University Video Communications c1995

VC 004.082 W842h (90 minutes)

{… provides an opportunity to hear and learn the hidden history of the period (1940s and 1950s)}

INTERFACE: THE FUTURE OF TECHNOLOGY

VC 302.23 In8 (23 minutes)

{… presentation of the Global Library Project, a cooperative venture of the Library of Congress and Knowledge TV}

WIRED WORLD
National Geographic Television (NGT, Inc)
Education Films c1997

VC 302.2 W743 (25 minutes)

{National Geographic Television presents a history of communication from cave drawings to computers. There is a teacher's guide with objectives}

INTERNET CURRICULUM INTEGRATION
Classroom Connect, c1996

VC 371.3 In8
Pt. #

1. **INTEGRATING THE INTERNET 101** builds the case for bringing the Internet into the classroom, and shows how you can use it for professional enhancement and networking. Learn proven techniques for managing the Internet at your school, with sample Acceptable use Policies and guidelines for Internet access in a school environment. ……

2. **CREATING INTERNET LESSON PLANS** shows you how to "Internet-ize" traditional plans on a guided tour of sites with extraordinary resources and lesson plan collections. Watch and listen as students and teachers share their experiences with Internet-based learning.

3. **CREATING INTERNET PROJECTS** teaches how to find and join existing global Internet projects that compel student involvement and enhance the value of existing lesson plans and curricula. You'll learn the three types of Internet projects and how they function in the classroom, along with expert advice on how to get fellow educators around the world involved in your project.

EXPLORING MATHEMATICS WITH YOUR OWN COMPUTER

Arthur Engel

Manual and Computer Assisted Instruction

R 510.285 En32e

{…is a mathematics, not a programming book. It is intended for students, mathematics' teachers and mathematicians who are just starting to explore mathematics on their own computer. In studying it, and especially in working through its exercises students will get to know many new, elementary topics and learn as much from the extensive exercises as from the examples. It includes a large number of challenging problems, which illustrate how computing leads to conjectures, many of which can then be proved by mathematical reasoning. The manual and program disk use Turbo Pascal. Only a fragment of the dialect is needed, and is easily picked up by readers as they work their way through the examples and exercises. The programs are short and, for the most part, comprehensible without comment.}

FINITE ELEMENTS 1-2-3

A. J. Baker and D. W. Pepper

Manual and Computer Assisted Instruction

R 620.0015 B171f

{… and the accompanying PC-based Computational Mechanics laboratory have emerged from over a decade of learning how o teach the introductory level of finite element analysis to practicing engineers functioning in the real world. This program is written specifically for the bachelor's level engineer, scientist, and / or upper-division undergraduate student with a curiosity about, to little or no experience with, the finite element method. The methods of the finite element method for solving diffusion and transport equations are developed throughout the text, and the resulting algorithm logic is implemented within the provided computer program diskette.}

FRACTAL PROGRAMMING IN TURBO PASCAL

Robert T. Stevens

Manual and computer Assisted Instruction

R 005.133 St47f

{…is a comprehensive reference that provides students with the tools needed to program the many fractal curves already invented. Fractal Programming in Turbo Pascal develops the user's understanding of the many different types of fractal curves while creating computer programs to generate these fascinating curves. These practical programs teach students the techniques needed to generate pictures that have both amazing beauty and an underlying mathematical meaning. The user will find discussions of well-known fractal curves such as the van Koch snowflake, the Gosper curve, dragon curves, and the Mandelbrot set, together with the source code for plotting and investigation them. Also included is a detailed description of how to create displays of the Julia set, and Turbo Pascal programs to reproduce the more than 100 black-and white fractals and 32 full-colored fractals illustrated throughout the book and source diskette.}

LINEAR PROGRAMMING

Alan Sultan

Manual and Computer Assisted Instruction

R 519.72 Su591

{…is aimed at undergraduate students who are interested in some of the current applications of mathematics to the real world. This text and programming disk are written without a linear algebra prerequisite, and are still mathematically honest. The approach taken in is pedagogically a very simple one, using the compact tableau. It is self-contained and so simple that the only prerequisite is knowledge of high school algebra.}

TRUE BASIC

John G. Kemeny and Thomas E. Kurtz

Manual and Computer Assisted Instruction

R 005.133 K314r

{…is a manual and Language system and Runtime Package diskette that tells how to use TRUE BASIC on you IBM PC, PS/2, or compatible. It is not an introduction to BASIC.}

C MEMORY MANAGEMENT TECHNIQUES

Len Dorman and Marc J. Neuberger

Manual and Computer Assisted Instruction

R 005.43 D732c

{…contains all the hands-on tools needed to create memory-efficient application programs. The clear, step-by-step instructions and extensive source code make it easy to take advantage of extended, expanded, and hard disk memory. After an overview of PC memory management, a wealth of sample programs is provided for EMS 3.0, 3.2, and 4.0, as well as SMS 2.0. A full demo program source code can be found for each Ems and XMS function covered. Also included is the source code for a powerful set of virtual memory allocation functions that will give the program dynamic access to memory areas in the multi-megabyte range. In addition, a complete library of ready to use memory management functions is provided on disk.}

C++ NEUTRAL NETWORK AND FUZZY LOGIC

Valluru B. Rao and Hayagriva V. Rao

Manual and Computer Assisted Instruction

R 006.3 R18c

{… is a manual, complemented by a programming disk, providing a logical and easy-to-follow progression through topics in C++ programming for Neural Networks, and Fuzzy Logic technologies. The authors present numerous examples in C++ for use with most C++ compilers, including Borland and Microsoft C++. With real-world examples, the user is shown how to implement these new technologies in applications. To demonstrate the diverse ways in which these technologies can be applied, the user will find examples in the fields of pattern recognition, optimization and financial modeling. Also included is working code with which the user can experiment to increase his knowledge of the subject matter.}

Question Designer Tutorials

The tutorials are designed to accompany the Introduction to Computing-Computing Essentials.
This program provides a score printout.

Lessons:

Chapter 1-Information Technology, the Internet, and You
Chapter 2-Application Software
Chapter 2-Interenet, Web & Commerce
Chapter 2-Introduction to Computers
Chapter 3-System Software
Chapter 3-Introduction to Computers
Chapter 4-System Unit
Chapter 4-Introduction to Computers
Chapter 4-Specialized Applications
Chapter 5-Input and Output

Chapter 5-Introduction to Computers
Chapter 6-Secondary Storage
Chapter 7-Connectivity, the Wireless Revolution, and Communications
Chapter 8-The Internet, the Web, and Electronic Commerce
Chapter 8-Secondary Storage
Chapter 8-The Internet and Web
Chapter 9-Privacy, Security, Ergonomics and the Environment
Chapter 9-Communications and Networks
Chapter 10-Multimedia, Web Authoring and More
Chapter 10-Graphics and Multimedia
Chapter 10-Privacy and Security
Chapter 11-Databases
Chapter 11-Information Systems
Chapter 12-Information Systems
Chapter 12-Databases
Chapter 13-Introduction to Computing
Chapter 13-System Analysis and Design
Chapter 14-Programming Languages
Chapter 15-Your Future and Information Technology