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The reader, lost in a strange cave, decides how the story comes out. Inspired by the gamebook fad of the late 80s -- You Are a Cat! is both a parody and homage, focusing on a dysfunctional family, but told through the eyes of their cat. Fully a third of the book is lavishly illustrated from the feline first-person floor perspective. The different choices you make affect people and events! Even something as seemingly trivial as whether or not to purr can result in dramatic changes. As the first book in the fictional Pick-a-Plot series, You Are a Cat! includes numerous fake preview advertisements for improbable future titles in the series, like You Are a Cult Leader! You Are Homeless! and You Are Obsessed With Johnny Depp! An amalgam of image and text, art book and graphic novel, this is the complete package from a talented writer and artist. The kittenish & catactular You Are a Cat! is the closest you'll come to being a cat without dying and being reincarnated as one. "As rich and as revealing as you care to make it." Time Out At six years old you're asked to make a choice, the first of many in a multitude of possible lives. If you make the right decision, you may live a long happy life, or be immensely powerful, or win the lottery. If you take the wrong path, you may become a murderer, die young, make every mistake possible, or make no impression on life at all. The choice is yours. And by making the choices you do, you will change forever the lives of your family, your friends, your enemies, and your lovers. You can even change the fate of the world; all you have to do is choose... An adult role-playing novel where small decisions have monumental consequences. Drawing on their years of experience leading transformative online

classrooms in higher education, the authors present an approach for teaching online that is both engaging and effective. This practical book provides an overview of essential approaches, bolstered by examples from various instructors who are teaching online courses. The authors examine how progressive practices are useful for instructors new to the online classroom as well as for experienced online educators seeking to enhance their existing practices. The topics discussed include engagement, equity, presence, and community—all relevant areas for today's college and university classrooms. Each chapter introduces and defines a specific topic and then provides stories based on interviews with members of the authors' online teaching network. The end result is a narrative guide that will help faculty strengthen their students' online experience by creating an atmosphere that is connected and robust. Book Features: An accessible resource for faculty seeking to create more equitable and communal online classroom spaces.Practical examples from experienced educators who have been developing and innovating online environments.Ideas for creating engaging, student-centered teaching and learning.A progressive approach with practices that are relevant to all digital classrooms. On the first day, a mist descended from the heavens blanketing Earth.On the second day, a cryptic message, 'Infusion commencing', appeared in the corner of everyone's eyes. On the third day, the sick were healed and the crippled walked again. On the fourth day, celebration and joy spread across the globe. And on the fifth day, the warping began...There was no warning. A mist descended from the sky, disabling all technology and causing a weird message to appear at the corner of everyone's eye. The situation grew even worse as animals and people started to warp, transforming into terrible monsters that prey on the livings. Within months, human civilization had crumbled. Unable to fight the seemingly-indestructible beasts, the survivors are reduced to cowering in reinforced shelters. Waiting for the end to come. Helpless. All seemed lost until a few brave souls discovered the secret of their new reality: the Tec and how to use it to level up. Together they represent humanity's last best hope for salvation. But they first must find the answers to the mystery of their new existence. Their journey will require them to quickly adapt to alien technology, operate strange spaceships, and even befriend an extra-terrestrial merchant with an Inferiority Complex. The once-peaceful world of Orb is in terrible danger. Dark forces are at work to unleash the awesome might of the Evil One - and only you can stop them. Your mission is to destroy the Talisman of Death before the dark lord's minions reach you. As a student on a class trip to New York City, the reader is asked to make choices to determine the outcome of a dangerous adventure at the Statue of Liberty. Despite the Covid-19 pandemic, the EUROCALL society succeeded in holding the 28th EUROCALL conference, EUROCALL2020, on 20-21 August as an online, two-day gathering. The transition process required to make this happen was demanding and insightful for everyone involved, and, in many ways, a logical consequence of the core content and purpose of EUROCALL. Who would be better suited to transform an onsite conference into an online event than EUROCALL? CALL for widening participation was this year's theme. We welcomed contributions from both theoretical and practical perspectives in relation to the many forms and contexts of CALL. We particularly welcomed longitudinal studies or studies that revisited earlier studies. The academic committee accepted 300 abstracts for paper presentations, symposia, workshops, and posters under this theme; 57 short papers are published in this volume. We hope you will

enjoy reading this volume, the first one to reflect a one hundred percent online EUROCALL conference/Online Gathering. Make choices with your child and try to find the seven lost jewels for grandma's crown! Adapted from the bestselling Choose Your Own Adventure book where YOU choose what happens next to reach three happy endings. Intended as a resource for psychology educators ranging from teaching assistants to experienced faculty, this book shows readers how to effectively create and manage an online psychology course. Guidelines for preparing courses, facilitating communication, and assigning grades are provided along with activities and assessments geared specifically towards psychology. Pedagogical theories and research are fused with the authors' teaching experiences to help maximize the reader's abilities as an online psychology instructor. The book focuses on psychology education at the undergraduate level but it also includes material appropriate for graduate students and professionals. Readers will find helpful examples from all the major content areas including introductory, social, developmental, biological, abnormal, and positive psychology, and human sexuality. Every chapter is organized around 3 sections. The Purpose part introduces the key concepts, theory, and research. The Implementation section reviews the 'nuts and bolts' of online teaching, and the Troubleshooting section addresses key problems and potential solutions. 'Text boxes' highlight important tips. The website http: //www.TeachingPsychologyOnline.com provides additional tips, links to related articles and other resources, and examples of online psychology assignments from across the discipline. The book addresses: launching your online course; enhancing student/instructor communication; modes of multimedia and how to integrate them into your course including lecture videos, podcasting, blogging, wikis, and social networking sites; creating activities for online courses; assessment and grading; and online education trend including doctoral level education. Ideal for instructors teaching ANY psychology course, from introductory to upper-level undergraduate to graduate courses, this text can be used for developing on line courses in applied areas such as counseling, health, and industrial psychology as well as for courses in social, cognitive, and developmental psychology. Instructors of any technical skill level can use this book, including those familiar with Blackboard to those who are just getting started. Whether you are a seasoned pro or new to teaching psychology online, the tips in this book can help improve your instruction, reduce your prep time, and enhance your students' success. The romance novel that lets you pick your path, follow your heart, and find happily ever after You are the plucky but penniless heroine in the center of eighteenth-century society, courtship season has begun, and your future is at hand. Will you flip forward fetchingly to find love with the bantering baronet Sir Benedict Granville? Or turn the page to true love with the hardworking, horse-loving highlander Captain Angus McTaggart? Or perhaps race through the chapters chasing a good (and arousing) man gone mad, bad, and scandalous to know, Lord Garraway Craven? Or read on recklessly and take to the continent as the "traveling companion" of the spirited and adventuresome Lady Evangeline? Or yet some other intriguing fate? Unexpected and multiple intertwining storylines make this novel a daring delight to read again and again, with beguiling illustrations bringing all the lust and love to life. A fresh, witty rom-com romp set against the backdrop of a high-profile music competition and a riotous Indian wedding Zurika Damani is a naturally gifted violinist with a particular love for hip hop beats. But when you're part of a big Indian family, everyone

has expectations, and those certainly don't include hip hop violin. After being rejected by Juilliard, Zuri's last hope is a contest judged by a panel of top tier college scouts. The only problem? This coveted competition happens to take place during Zuri's sister's extravagant wedding week. And Zuri has already been warned, repeatedly, that she is not to miss a single moment. In the midst of the chaos, Zuri's mom is in matchmaking mode with the groom's South African cousin Naveen—who just happens to be a cocky vocalist set on stealing Zuri's spotlight at the scouting competition. Luckily Zuri has a crew of loud and loyal female cousins cheering her on. Now, all she has to do is to wow the judges for a top spot, evade getting caught by her parents, resist Naveen's charms, and, oh yeah . . . not mess up her sister's big fat Indian wedding. What could possibly go wrong? In this choose-your-own adventure graphic novel, a boy stumbles on the laboratory of a mad scientist who asks him to choose between testing a mind-reading device, a time machine, and a doomsday machine. The reader's decisions determine the outcome of a young detective's investigation of a house haunted by a civil war ghost and visited by alien invaders. While exploring an underground kingdom in the center of the Earth, the reader chooses which adventures she will have. Make choices with your child and try to find the baby yeti in the snowy mountains of Nepal. Adapted from the bestselling Choose Your Own Adventure book where YOU choose what happens next to reach three happy endings. So you've come up with a winning idea for a product to sell online. What now? How do you turn your idea into a successful e-commerce business? "As a business focused on aiding SMEs in South Africa, partnering with Heavy Chef, which shares a similar vision, is truly remarkable. The book offers countless insightful ideas, making it an essential tool for every SME's arsenal." – Brendon Williamson, managing director of Payfast Selling Products Online is the book for you. Brought to you by Heavy Chef and Payfast, this practical 10-step guide is designed to support you on every step of your e-commerce journey and will show you how to: Find your customers. Set up your e-commerce store. Take online payments. Sell on existing platforms. Attract more customers. Fulfil online orders. Manage stock. Serve your customers. Make a profit. Build your team. Heavy Chef sat down with some of South Africa's pre-eminent entrepreneurs to fill these pages with real, practical advice from experts who've beaten their own paths to success in e-commerce. You'll hear from the brains behind some of South Africa's most-loved brands, including Faithful to Nature, Payfast, SnapScan, Yuppiechef, and many more. They'll answer all your questions about selling products online in concise "bites" – as if you're sitting down to coffee with them. Go on. Tuck in. The complete, ultimate bundle of 8 self-adventures in 1 book! Adventure 1: This book is a little different from regular story books. In this adventure, YOU are the adventurer. By making choises, you determine your destiny as the treasure hunter who faces all kinds of monsters and very real dangers. Simply click on the links in the E-book version or go to the page of the printed version to continue your journey after making a choice. Enjoy this brief, interactive story in which you decide how it"s going to end.Adventure 2: Choose your own quest as a warrior princess! You are the heroine, the princess who is searching for her identity. In a quest for meaning, you can choose your own path by going to the lava world, the giant cave, or a lake in the middle of nowhere. Pick a marriage partner, decide what to do with the enemies you face, and solve the problem by finding out what the evil queen has done in the past. This unforgettable journey is a page turner, but

you"ll have to turn pages back and forth, since this adventure will take you all over the place.Adventure 3: You are a soldier in the army, a combined army of men from several villages who try to defend their homes and freedom against dangerous creatures, exploding monsters that come after you! But then something happens... your friend gets wounded. Will he die? Or will you find the cure by collecting the three magical gems, hidden in distant areas where filthy zombies, snakes, and wolves abide? It"s up to you! Why? Because this is a story where you get to make choices. You, the reader, choose which adventure you"re going on.Adventure 4: After a theft at the museum, the grand detective, Mr. Questionairre, calls you over to do some research. With your two big knives and your sneaking and fighting skills, you are perfectly equipped to bring back the three valuable pickaxes that the villain stole. Some adventure, some action, and a sprinkle of romance make this self-adventure an unforgettable interactive book! Adventure 5: The adventure starts out with the fact that you are a zombie. You don"t know how or why it happened, but you know you were once human. What happens then, is a long flashback of everything that took place before you transformed into such a filthy creature. You made a number of decisions that brought you to the town"s square where you ended up eventually. But what matters even more than what you did before that, is what you"re going to do now about the zombie outbreak! Enjoy this fun, engaging self adventure that allows you to make choices and determine the path and results of the story yourself.Adventure 6: Choose your own story as you get woken up by a girl whose name you are still to discover. She tells you of a hostile village, where evil witches lurk beneath the shadows. As a skilled warrior, you get hired by the village chief to spy behind the enemy"s gates and figure out a way to defeat them. You have the choice to contact villagers, sneak around, or engage in a severe battle of war. However, when you find yourself being turned into some kind of monster-human, you realize that there is more going on. Will you finish the book and discover the hidden secrets that you need to know before you can destroy your enemies? Start reading and make the right choices. Only then will you survive and save the day.Adventure 7: A villager approaches you and tells you that his father, a doctor, has been kidnapped by dark shades. When you keep asking for details, you discover that he has been taken to a giant cave, the den where dark shades and snakes reside. That"s a dangerous situation. However, you take courage and enter the humongous, dark place, searching for the boy"s daddy. Make the right decisions when you are confronted with enemies, pitfalls, and traps that could kill you, and you will find your way to the doctor and out of that wretched place together. This interactive story will keep you reading until your character dies or succeeds. Enter the exciting fantasy world of White Warlord where only the reader's instincts can defeat the Black Baron. Trapped in the castle of his fearsome foe, Black Baron, White Warlord must use all of his cunning to survive his adversary's deadly traps and mind-boggling riddles. Using practical examples from librarians in the field, this book lays out current issues in online learning and teaches librarians how to adapt a variety of library services—including instruction, reference, and collection development—to online education. Recent studies highlighting the challenges faced by online learners show that skills librarians are uniquely qualified to teach, such as information and digital literacy and source evaluation, can improve academic performance in online courses and enhance the online learning experience. Just as embedded librarianship was developed to answer the needs of online

courses when they emerged in the early 2000s, online learning librarian Christina Mune now teaches "online librarianship" as a set of realistic strategies for serving a variety of online education models. Each chapter of Libraries Supporting Online Learning addresses a different strategy for supporting online students and/or faculty, with all strategies derived from real-world practices. Librarians will find information on best practices for creating digital literacy tutorials and dynamic content, providing patrons with open access and open educational resources, helping patrons to avoid copyright issues, promoting peer-to-peer learning and resource sharing, posting to social media, and developing scalable reference services. The tools and practical examples in this book will be useful for all educators interested in increasing the efficacy of online learning. Profiles characters, vehicles, scenes from the Star Wars films with instructions on assembling them using LEGO toys. You have no memory of your past. With only a sword and a backpack to your name, you must discover your destiny in an unfamiliar world full of monsters and magic. As you guide your hero through this epic adventure, you will be choosing the danger that they face, the monsters that they fight and the treasures that they find. Every decision that you make will have an impact on the story - and, ultimately, the fate of your hero. With hundreds of special items to discover in each book, you can completely customise your hero. You can choose their weapons, their armour, their special abilities - even the boots on their feet and the cloak on their back! No two heroes will ever be alike, which means your hero will always be unique to you. Welcome to a new world. Welcome to Valeron. Welcome to DestinyQuest. PLEASE NOTE THAT ALTHOUGH THE EBOOK VERSION IS FULLY HYPERLINKED, YOU WILL STILL NEED DICE, PAPER AND A PENCIL TO PLAY! Catch a glimpse inside a school bus and you'll see lots of kids looking down. What are they doing? They're deciding on strategy, building cities, setting traps for monsters, sharing resources, and nurturing critical relationships. Over 90 percent of kids ages 2–17 play video games. In Video Games: Design and Code Your Own Adventure, young readers learn why games are so compelling and what ancient games such as mancala have in common with modern games like Minecraft. Kids will even create their very own video games using software such as MIT's Scratch! Using a familiar, high-interest subject, Video Games introduces foundation subjects such as geometry, physics, probability, and psychology in a practical framework. Building Tetris pieces out of Rice Crispie Treats and designing board games are some of the hands-on projects that engage readers' building skills, while writing actual game code opens digital doors readers may not have known existed. In this spellbinding first novel in #1 New York Times bestselling author Ilona Andrews's urban fantasy Hidden Legacy series, private detective Nevada Baylor navigates her way through an alternate world where dynasties, built on inherited wealth and magic, guide the course of humanity. ?Nevada Baylor runs a small-time detective agency in Houston, Texas, busting scammers, exposing cheaters, and dealing with petty criminals. She's very good at her job—helped by a magical ability to sense when someone tells the truth or lies. But when she's forced into accepting a case to find a radical pyrotechnic who can conjure heat and fire at will, Nevada knows she's out of her league. To bring him to justice, she'll have to join forces with someone who wields an even more dangerous power. Connor "Mad" Rogan is a former combat mage, a telekinetic singularly responsible for mass destruction in war-torn countries, and a member of one of the most powerful magic families in the world. His

nephew has been kidnapped by the fugitive pyromaniac, and Nevada is his best chance at finding them both. But unlike Nevada, Connor could care less about societal law and order, and has no qualms about extinguishing his family's enemy. Bound by their mission, Nevada and Connor clash over their tactics and moral beliefs, even as things undeniably heat up between them. But the man they're chasing is involved in a darker conspiracy that threatens to destroy the city—and destabilize the balance of power the elite magical families use to influence every nation on Earth. From the bestelling author of Romeo and/or Juliet and How to Invent Everything, the greatest work in English literature, now in the greatest format of English literature: a chooseable-path adventure! When Shakespeare wrote Hamlet he gave the world just one possible storyline, drawn from a constellation of billions of alternate narratives. And now you can correct that horrible mistake! Play as Hamlet and avenge your father's death—with ruthless efficiency this time. Play as Ophelia and change the world with your scientific brilliance. Play as Hamlet's father and die on the first page, then investigate your own murder… as a ghost! Featuring over 100 different endings, each illustrated by today's greatest artists, incredible side quests, fun puzzles, and a book-within-a-book instead of a play-within-a-play, To Be or Not To Be offers up new surprises and secrets every time you read it. You decide this all sounds extremely excellent, and that you will definitely purchase this book right away. Because as the Bard said: "to be or not to be… that is the adventure." ...You're almost certain that's how it goes. To Be or Not To Be originally launched as a record-breaking Kickstarter project. This new, reader-friendly edition features the same text and illustrations as the original version, redesigned to take up half as many pages and weigh a whole pound less. The Online Journalism Handbook offers a comprehensive guide to the ever-evolving world of digital journalism, showcasing the multiple possibilities in researching, writing, and storytelling provided by new technologies. In this new edition, Paul Bradshaw presents an engaging mix of technological expertise with real-world practical guidance to illustrate how those training and working as journalists can improve the development, presentation, and global reach of their stories through webbased technologies. Thoroughly revised and updated, this third edition features: A new chapter dedicated to writing for email and chat, with updated case studies New sections covering online abuse, news avoidance, and trust Updated coverage of accessibility, inclusivity, and diversity in sourcing, writing for social media, and audio and video New formats, including social audio, audiograms, Twitter threads, the "Stories" format, charticles, and "scrollytelling" Expanded international examples throughout The Online Journalism Handbook is an essential guide for all journalism students and professional journalists and will also be of interest to digital media practitioners. The companion website for this book further enhances student knowledge through regularly updated case studies, real-time development reports, and in-depth discussion pieces from cutting-edge sources. This title provides 12 informative questions and answers about online identity and privacy. Why are some parts of the world so rich and others so poor? Why did the Industrial Revolution--and the unprecedented economic growth that came with it--occur in eighteenth-century England, and not at some other time, or in some other place? Why didn't industrialization make the whole world rich--and why did it make large parts of the world even poorer? In A Farewell to Alms, Gregory Clark tackles these profound questions and suggests a new and provocative way in which culture--not exploitation, geography, or

resources--explains the wealth, and the poverty, of nations. Countering the prevailing theory that the Industrial Revolution was sparked by the sudden development of stable political, legal, and economic institutions in seventeenth-century Europe, Clark shows that such institutions existed long before industrialization. He argues instead that these institutions gradually led to deep cultural changes by encouraging people to abandon hunter-gatherer instincts-violence, impatience, and economy of effort-and adopt economic habits-hard work, rationality, and education. The problem, Clark says, is that only societies that have long histories of settlement and security seem to develop the cultural characteristics and effective workforces that enable economic growth. For the many societies that have not enjoyed long periods of stability, industrialization has not been a blessing. Clark also dissects the notion, championed by Jared Diamond in Guns, Germs, and Steel, that natural endowments such as geography account for differences in the wealth of nations. A brilliant and sobering challenge to the idea that poor societies can be economically developed through outside intervention, A Farewell to Alms may change the way global economic history is understood. The reader embarks on an expedition in an underwater vessel to find the lost city of Atlantis. By choosing specific pages, the reader determines the outcome of the plot. A revolutionary memoir about domestic abuse by the award-winning author of Her Body and Other Parties In the Dream House is Carmen Maria Machado's engrossing and wildly innovative account of a relationship gone bad, and a bold dissection of the mechanisms and cultural representations of psychological abuse. Tracing the full arc of a harrowing relationship with a charismatic but volatile woman, Machado struggles to make sense of how what happened to her shaped the person she was becoming. And it's that struggle that gives the book its original structure: each chapter is driven by its own narrative trope—the haunted house, erotica, the bildungsroman—through which Machado holds the events up to the light and examines them from different angles. She looks back at her religious adolescence, unpacks the stereotype of lesbian relationships as safe and utopian, and widens the view with essayistic explorations of the history and reality of abuse in queer relationships. Machado's dire narrative is leavened with her characteristic wit, playfulness, and openness to inquiry. She casts a critical eye over legal proceedings, fairy tales, Star Trek, and Disney villains, as well as iconic works of film and fiction. The result is a wrenching, riveting book that explodes our ideas about what a memoir can do and be. Algebra I teacher Chris Matthews guides students through Algebra I lessons in this unexpected framework: each choice you make leads to an equation unlocking the next chapter of YOUR adventure with the nefarious Dregg corporation, and brings you one step closer to undoing their evil actions while becoming an Algebra I Wizard! Risk in Children's Adventure Literature examines the way in which adults discuss the reading and entertainment habits of children, and with it the assumption that adventure is a timeless and stable constant whose meaning and value is self-evident. A closer enquiry into British and American adventure texts for children over the past 150 years reveals a host of complexities occluded by the term, and the ways in which adults invoke adventure as a means of attempting to get to grips with the nebulous figure of 'the child'. Writing about adventure also necessitates writing about risk, and this book argues that adults have historically used adventure to conceptualise the relationship between children and risk: the risks children themselves pose to society; the risks that threaten their development; and how they can be

trained to manage risk in socially normative and desirable ways. Tracing this tendency back to its development and consolidation in Victorian imperial romance, and forward through various adventure texts and media to the present day, this book probes and investigates the truisms and assumptions that underlie our generalisations about children's love for adventure, and how they have evolved since the mid-nineteenth century. What Is Your Quest? examines the future of electronic literature in a world where tablets and e-readers are becoming as common as printed books and where fans are blurring the distinction between reader and author. The construction of new ways of storytelling is already underway: it is happening on the edges of the mainstream gaming industry and in the spaces between media, on the foundations set by classic games. Along these margins, convergent storytelling allows for playful reading and reading becomes a strategy of play. One of the earliest models for this new way of telling stories was the adventure game, the kind of game centered on quests in which the characters must overcome obstacles and puzzles. After they fell out of fashion in the 1990s, fans made strenuous efforts to keep them alive and to create new games in the genre. Such activities highlight both the convergence of game and story and the collapsing distinction between reader and author. Continually defying the forces of obsolescence, fans return abandoned games to a playable state and treat stories as ever-evolving narratives. Similarly, players of massive multiplayer games become co-creators of the game experience, building characters and creating social networks that recombine a reading and gaming community. The interactions between storytellers and readers, between programmers and creators, and among fans turned world-builders are essential to the development of innovative ways of telling stories. And at the same time that fan activities foster the convergence of digital gaming and storytelling, new and increasingly accessible tools and models for interactive narrative empower a broadening range of storytellers. It is precisely this interactivity among a range of users surrounding these new platforms that is radically reshaping both e-books and games and those who read and play with them. Bring your game ideas to life with Twine! Twine is a free online tool that lets anyone new to programming create their own interactive, story-based adventure games in a web page. In Make Your Own Twine Games!, game designer Anna Anthropy takes you step-by-step through the game development process, from coming up with a basic idea to structuring your game. You'll learn the basics of Twine like how to use links and apply images and formatting to make your game look more distinct. You'll get tips on how to test your game, export it, and publish it online, and even understand more advanced features like scripting to get your game to remember and respond to player choices. As you make your way through the book and begin crafting your own interactive fiction, you'll learn other cool tricks like how to: • Write stories that follow multiple paths using hyperlinks • Create variables to track your player's actions • Add scripting like "if" and "else" to decide when ghosts should appear in your game • Use hooks to add fancy touches like text effects, pictures, and sound With example games to act as inspiration, Make Your Own Twine Games! will take you from story-teller to game designer in just a few clicks! Ready player one? The game starts now. Covers Twine 2 Transform Your Classroom with Tech Tools You Already Know With Control Alt Achieve, educational-technology wizard Eric Curts offers you the keys to revolutionizing classroom learning with the Google tools you already use. Dazzle your students by transforming Google Docs into blackout poetry, fire up

creative possibilities by using Google Slides for comic strips, and make math more accessible--and fun--by turning to Google Drawings as an unlikely ally. With Eric as your guide to the technological horizons of Google tools, the possibilities are endless. With the step-by-step and easy-to-follow directions in Control Alt Achieve, you'll learn how to use common digital tools in unexpected ways. Whether you're new to technology or have been using Google tools for years, Eric Curts will help you innovate as you educate with ready-to-use activities that will reboot--and transform--your classroom. Reading this book is like sitting in on a presentation from one of educational technology's best presenters. Eric's writing reminds me of his sessions: comfortable and accessible for new tech users, while still valuable for experienced users. Jake Miller, @JakeMillerTech, host of The Educational Duct Tape Podcast Control Alt Achieve provides both practical and pedagogical strategies that go way beyond simple technology integration. This is a great handbook for any teacher looking to go beyond the how-to and shift toward a learning transformation. Ken Shelton, kennethshelton.net In this book, Eric has created a powerful method for meaningfully integrating technology into teaching and learning. His unique way of crafting technology-rich experiences will allow anyone from a novice techie to an edtech expert the ability to control, alt, achieve! Michael Cohen, the Tech Rabbi, creativity instigator and author of Educated by Design Set out on a journey of fabulous adventure in lands beyond the limit of your imagination. Choose for yourself what role to play, where to venture, and what rewards to seek. In THE WAR-TORN KINGDOM, revolution rages in Sokara. You can join forces with the king to restore his throne - or look for profit in the pay of the dictator, Grieve Marlock. Use fighting skills or sorcery, bribery or skulduggery to survive the assassins in the city backstreets. Descend to the sewers of Yellowport to defeat the vile rat-king, Skabb. Retrieve the golden net of the gods from the Repulsive Ones deep beneath the sea - and use the rewards of your victories to travel beyond the boundaries of the known world in the world's first open world gamebook saga. Your journeys will bring you foes and friends, danger and triumph, fortune and fame - and more adventures than you ever dreamed of. Role-playing as you've never known it before - in the amazing world of the FABLED LANDS.

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