

Brinquedo E Cultura

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LUIS YU

Liliana Porter and the Art of Simulation Papyrus Editora
Currently in a state of cultural transition, global society is moving from a literary society to digital one, adopting widespread use of advanced technologies such as the Internet and mobile devices. Digital media has an extraordinary impact on society's formative processes, forcing a pragmatic shift in their management and organization. Digital Literacy: Tools and Methodologies for Information Society strives to define a conceptual framework for understanding social changes produced by digital media and creates a framework within which digital literacy acts as a tool to assist younger generations to interact critically with digital media and their culture, providing scholars, educators, researchers, and practitioners a technological and sociological approach to this cutting-edge topic from an educational perspective.

Game Glitch + Learning = Aesthetics. Design. Preservation. Yale University Press

Political scientists and public administration scholars have long recognized that innovation in public agencies is contingent on entrepreneurial bureaucratic executives. But unlike their commercial counterparts, public administration "entrepreneurs" do not profit from their innovations. What motivates enterprising public executives? How are they created? Manuel P. Teodoro's theory of bureaucratic executive ambition explains why pioneering leaders aren't the result of serendipity, but rather arise out of predictable institutional design. Teodoro explains the systems that foster or frustrate entrepreneurship among public executives. Through case studies and quantitative analysis of original data, he shows how psychological motives and career opportunities shape administrators' decisions, and he reveals the consequences these choices have for innovation and democratic governance. Tracing the career paths and political behavior of agency executives, Teodoro finds that, when advancement involves moving across agencies, ambitious bureaucrats have strong incentives for entrepreneurship. Where career advancement occurs vertically within a single organization, ambitious bureaucrats have less incentive for innovation, but perhaps greater accountability. This research introduces valuable empirical methods and has already generated additional studies. A powerful argument for the art of the possible, Bureaucratic Ambition advances a flexible theory of politics and public administration. Its lessons will enrich debate among scholars and inform policymakers and career administrators.

Children's Play and Learning in Brazil Crown Pub
Textbook

The Cute and the Cool Lambert Academic Publishing
Millennial Monsters explores the global popularity of Japanese consumer culture--including manga (comic books), anime (animation), video games, and toys--and questions the make-up of fantasies and capitalism that have spurred the industry's growth.

Small Folk Dutton Juvenile

In the years following World War II, the major export from Japan wasn't electronic equipment, but toys, specifically tin toys. In one of the most popular motifs were toy robots. Constructed from the 1940s through the 1960s, they ranged in appearance from horror to science-fiction characters. Capturing this period in history became a passion for painter Eric Joyner, and in *Robots and Donuts* he celebrates this forgotten era with images marrying the metal creations with images plucked from his imagination. And, almost always, with donuts. (Why? Well, who doesn't love donuts?) This limited edition hardcover will feature a numbered tip-in plate signed by the artist! - Includes a signed-and-numbered tip-in sheet featuring an exclusive image not in the regular edition softcover!

Theodore's Rival Macmillan

The Transformation of Learning gives an overview of some significant advances of the cultural-historical activity theory, also

known as CHAT in the educational domain. Developments are described with respect to both the theoretical framework and research. The book's main focus is on the evolution of the learning concept and school practices under the influence of cultural-historical activity theory. Activity theory has contributed to this transformation of views on learning, both conceptually and practically. It has provided us with a useful approach to the understanding of learning in cultural contexts.

Toys and Games of Children of the World Books for Libraries
A obra "Brinquedos e cultura: Aspectos interdisciplinares do brincar" abrange vários horizontes de análise considerando as relações entre brinquedos, brincadeiras e crianças, a partir das áreas da filosofia, do design, da pedagogia, entre outras. Nas reflexões construtivas sobre a importância dos brinquedos e do brincar no mundo contemporâneo, esperamos que a obra sirva de inspiração para outros trabalhos que dialogam com os campos do design, infância e educação.

Robots & Donuts Harry N. Abrams

SUMMARY: Theodore is jealous of the new "bear" in the house until he finds out it's really a panda.

The Plucker McGraw-Hill/Contemporary

BillyBoy, owner of the world's largest Barbie doll collection (20,000 dolls and counting), charts the history of this protean American dream girl in a good-humored and affectionate retrospective. Illustrations.

Brinquedo e cultura John Wiley & Sons

Book Structure In the call for contributions for this publication, we suggested participants cover topics such as experience design, UX design, interaction design, service design, product-service system design (PSSD), social design, sustainable design, and other approaches related to culture, cities, technologies, and future scenarios. However, the 40 short papers by 86 authors presented in this book expand our initial scope, portraying a comprehensive research approach to experience design in Korea and Latin America. Throughout the process of reviewing the submissions, the editors were able to map the range of perspectives, and selected the most recurrent ones to orient the structure of the text, which contains 11 chapters consisting of 3 to 5 short papers. Each section examines issues related to several kinds of experience: contemporary, educational, interactive, sensory, art, social, inclusive, healthcare, sustainable, data, and urban. - in the 'Introduction' of the book

Toy Monster Academic Conferences and publishing limited
Premillennial Maakies is a newly designed edition of the long out-of-print first Maakies collection, featuring the first five years of the strip, re-formatted in a beautiful, deluxe, landscape format that complements the strip's elegant and classical style.

When Toys Come Alive Peter Lang

Este livro trata da função social e do significado do brinquedo e como a criança se utiliza dos objetos 'para brincar'.

How to Build Vehicles with LEGO Bricks Stackpole Books

World-renowned dark fantasy artist Brom combines dramatic storytelling with his uniquely arresting images to create a work of striking imagination, a world where fairy-tale tradition collides with vileness and depravity, love and heroism, suffering and sacrifice. Harry N. Abrams Inc.

Plastic Culture Museum of Contemporary Art, San Diego

The cute child - spunky, yet dependent, naughty but nice - is largely a 20th-century invention. In this book, Gary Cross examines how that look emerged in American popular culture and how the cute turned into the cool, seemingly its opposite, in stories and games.

EXPERIENCE DESIGN Korea & Latin America Research Exchange Free Press

An eye-popping, unauthorized exposé of the House of Barbie From Boise to Beijing, Mattel's toys dominate the universe. Its no-fun-and-games marketing muscle reaches some 140 countries, and its iconic products have been a part of our culture for generations. Now, in this intriguing and entertaining exposé, New York Times bestselling author Jerry Oppenheimer places the world's largest toy company under a journalistic microscope, uncovering the dark

side of toy land, and exploring Mattel's oddball corporate culture and eccentric, often bizarre, cast of characters. Based on exclusive interviews and an exhaustive review of public and private records, *Toy Monster* exposes Mattel's take-no-prisoners, shark-infested corporate style. Throughout this scrupulously reported, unauthorized portrait, you'll discover how dangerous toys are actually nothing new to Mattel, and why its fearsomely litigious approach within the brutal toy business has helped their products dominate potential rivals such as Bratz. Introduces you to the larger-than-life personalities that have shaped Mattel's eccentric world Offers an inside look- from an experienced author- at the scandals that have been a part of this iconic company Jerry Oppenheimer is also the author of *Madoff with the Money*, an in-depth look at Bernie Madoff the man and his billion dollar scam Engaging and accessible, *Toy Monster* shows you why today's toy business isn't always fun and games.

Premillennial Maakies Annablume

'Poetics of the handmade' presents the work of eight Latin American artists engaged in the timeless practice of making art by hand. Making use of common objects to create a sense of familiarity for the viewer, these artists' interest in transformation and process has led them to make works that are painstakingly handcrafted from a wide range of materials. They find poetry in the depiction of ordinary objects and powerful resonance in small actions.

Brincar: Um Campo de Subjetivacao Editora CLAEC

My Friend Rabbit is the winner of the 2003 Caldecott Medal.

No mundo da brincadeira Fantagraphics Books

A teddy bear, lost by the little boy who loves him, still feels loved after being rescued by a homeless man.

The Transformation of Learning Univ of California Press

A. A. Milne's texts have been skillfully adapted by veteran Easy Reader author Stephen Krensky, so they retain all of their original charm. And every spread of these inviting books features full-color Ernest Shepard illustrations. In "Pooh Goes Visiting," Pooh eats a bit too much and faces the prospect of being stuck in Rabbit's hole-until he loses weight

Playthings and Pastimes in Japanese Prints Macmillan

The American toy business is massive, world dominating, cutthroat, exciting, and increasingly willing to sacrifice our kids in its frantic rush for profit. And yet, for all its rapaciousness, the industry is in the business of delighting and fascinating our children. Toys are one of the most emotive subjects in the world. We all remember our own toys; we care desperately about those we choose for our kids, knowing these objects help shape children's lives. They are also a constantly newsworthy item: every Christmas, which toys are hot -- and the scramble by parents to grab them before the stores are empty -- is front-page and TV bulletin news. The *Real Toy Story* tells the tales of these toys and of the vast, world-dominating \$22 billion American industry that creates them. The rewards for success are enormous: a top toy can earn billions -- H. Ty Warner shot into Forbes's World's Richest People list with his creation of Beanie Babies. The price of failure is just as huge -- the battlefield is littered with the corpses of once-successful toy companies whose multimillion-dollar gambles did not pay off. It is a world of contrasts. The *Real Toy Story* looks at both sides: at Slinky, Elmo, Barbie, Transformers, and their creators, but also at the dark side of an industry that leads the way in cold-blooded marketing targeted at children. Parents will want to learn about how this seemingly benign industry exploits, sometimes surreptitiously, the many new media: cable television, the internet, CD-ROMs, sometimes even invading the playgrounds to peddle their wares to unsuspecting young people. Perhaps more disturbingly, this hard-hitting book examines the vast gap between the cuddly image of toys and how almost all toys destined for America are actually produced in China under sweatshop conditions. Today the toy industry is in the midst of rapid change. Tapping into the concern millions of adults have about the toys they choose for the children in their lives, this riveting exposé is essential reading for everyone who cares about kids.