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historia

...vi överdriver det "nya"
...och pratar bara "framtid"
...då vi borde utgå från människan i dess
samtid...baktid

Ek. dr. Eva Ossiansson

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back in the days

THE GEOGRAPHY OF TRANSPORT SYSTEMS

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Alexander Graham Bell's interest in the education of deaf individuals led him to develop the microphone and in 1876, what he referred to as an "electrical speech machine", better known today as a telephone.

mashup from people.hofstra.edu/geotrans/eng/con2en/con2en/bellteleph.html



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vilken sport?

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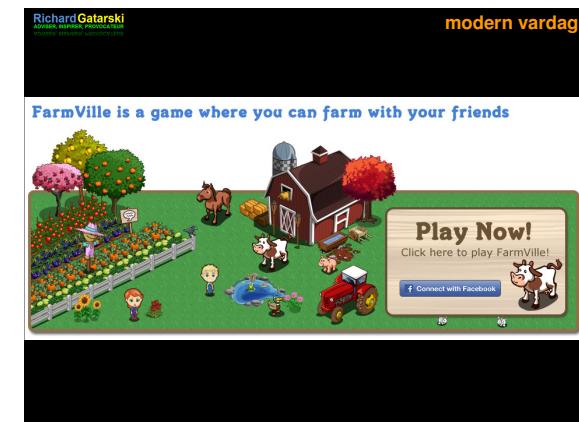
40 000 000 användare, 200+ länder

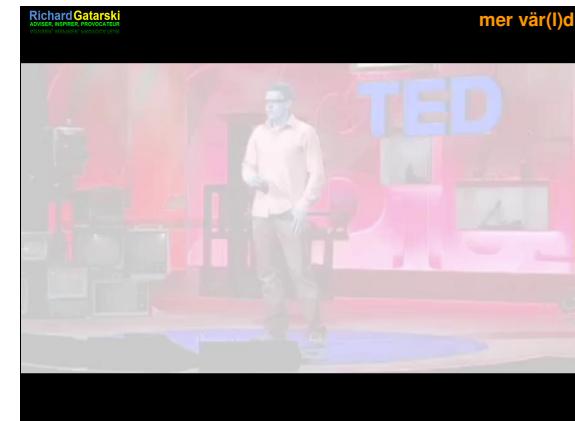
Stardoll
The Virtual Reality Dolls

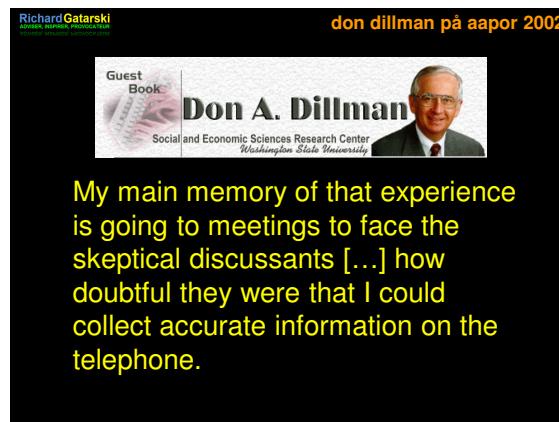
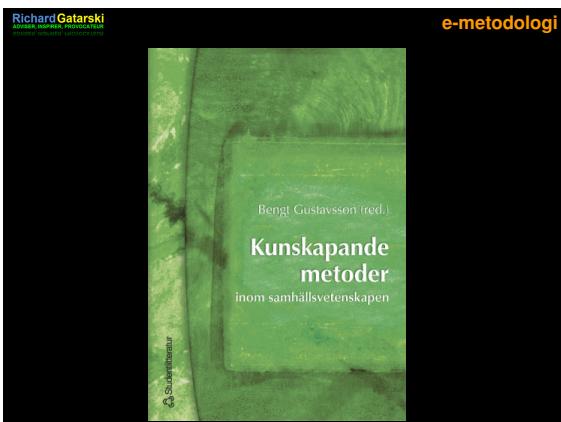
Start Min Sida Stardolls & Spel Klubbar Magasin Design Shop Hjälp
Hem Bli medlem Presentkort
Svenska

Freel
Användarnamn
Kom ihåg mig Logga in
Glömt lösenordet?
Inte medlem än? Bli medlem här!

Shoppa kläder och möbler!
Börja här!







les sheldon @ indiana university

Gaming the Classroom

About Join in the Conversation! Pages 1896 games to teach in and out of the classroom Visit our forum to join the best discussion about using games to teach.

Grading Procedure You will begin on the first day of class as a Level One avatar. Level Twelve is the highest level you can achieve.

Level	XP*	Letter Grade
Level Twelve	1860	A
Level Eleven	1800	A-
Level Ten	1740	B+
Level Nine	1660	B
Level Eight	1600	B-
Level Seven	1540	C+
Level Six	1460	C
Level Five	1400	C-
Level Four	1340	D+
Level Three	1260	D
Level Two	1200	D-
Level One	0	F

mer poäng

Just add points? What UX can (and cannot) learn from games

Just add points? WHAT UX DESIGNERS CAN (AND CANNOT) LEARN FROM GAMES Sebastian Detterding UXCamp Europe Berlin, May 30, 2010

lärdom

nya idéer först
affären föds

