

D Is For Digital By Brian W Kernighan

Having survived the worst effects of the Civil War, the city of Memphis, battered but unbowed, finds itself facing a far more dangerous foe. It is invisible, lethal, and unstoppable: a plague of yellow fever. It is the story of JP Mahoney, 14-year-old farm boy who dreams of escape from tedious chores and farmlife routine. It is the story of a courageous young woman, Ginnie Moon, onetime Confederate spy, who now operates a boarding house for men who have survived the war. And it is the story of Kevin O'Boyle, an embittered riverfront laborer, who blames the world for his troubles, and finds the crippled city his perfect prey. Several characters in the novel are actual historical figures, most notably Ginnie Moon, Judge "Pappy" Hadden, and Cap'n Jim Lee. Their actions, and those of the other characters, are entirely fictional. The plague, one of several to hit the city in the years following the war, was all too real.

A heartwarming story of a cute little puppy that due to a family hardship is taken to a local dog shelter. There he learns about his little pink nose that not only makes him different, but creates obstacles in his mind. When he is adopted by very loving parents, it changes his whole world. He shares many wonderful first experiences with his new parents and family until one day when one of his doggie friends tells Maxx a story that turns his world into one of worry and desperation. Maxx learns that what he thought was an obstacle turns into one of the happiest days in his life.

An intriguing, uncensored, inside view of the not-so-friendly skies through the eyes of former flight attendant, Margo Anderson. If you are a frequent flier, or if you plan to fly in the near future, fasten your seat belt for a turbulent read! After five years of flying with a commuter

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airline based at Atlanta's Hartsfield-Jackson International Airport, Anderson draws on her personal experiences and conversations, painting a portrayal of life as a flight attendant--grueling twelve hour days, complaining and unfriendly passengers, and unexpected, almost unbelievable situations, especially in the days and weeks following 9/11. Anderson navigates the complex world of flight crews with clarity, insight, wittiness, and her own special brand of humor. Readers are given a view of flying they may never have seen before, through the lens of the workhorse of the airline industry, regarded by many as the "puddle-jumpers," the commuter airlines.

Teaching a child to tell time is quite challenging. How can you put into words a good explanation as to why numerals are to be read in many ways? When introducing the concept, start with the use of an analog clock because it gives the concept of change through the moving hands. This educational book is perfect for little learners. Grab a copy tod

Spotlighting a unique service that provides a competitive edge to any professional photographer, this thorough handbook teaches all of the essential skills for creating glamorous portraits. Stressing the importance of facilitating a stronger, healthier sense of self-admiration, tips are provided for emphasizing the subject's desirable features and downplaying perceived flaws. Offering breakthrough techniques for applying highlight and shadow, corrective posing, camera tricks, and digital enhancements, this superbly illustrated guide also provides 17 makeover sample sessions. Each case documents an untouched starting photo and analyzes desired goals, followed by detailed discussions and step-by-step demonstrations of the varied techniques used for addressing problem areas and creating a masterful image, including an array of Photoshop® time-saving tips and shortcuts. Each final portrait is coupled with a

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statement from the subject—a touching testimony on the positive personal effects of their session.

Publishers Weekly says "Ramnarayan provides a detailed, contemporary primer that illuminates the promise and peril of the brave new world of social media. Ramnarayan herself acknowledges that social media is no panacea-her crisp presentation, with chapter summaries to highlight the main pointers, confirms that companies that choose not to listen to customers stand to lose ground to competitors who do." WHAT OTHERS ARE SAYING ABOUT THE BOOK "Sujata Ramnarayan's excellent book does several things that I have not seen in other treatments of this subject. She takes a reasoned perspective on a topic that is often full of hyperbole. The book is filled with advice for the marketer that is both practical and strategic. It helps the marketer to leverage social media where it can best impact business performance. I highly recommend the book." - Gordon Wyner, Editor-In-Chief, Marketing Management "This practical guide to social media marketing cuts through the noise with clear advice on how to turn strategy into practice. With the help of effective charts and analysis, the reader can gain real insight into social media's influence in corporate marketing. By showing how building quality content in social media is no longer an option for corporations, this is also a lesson in building a brand by listening to your customers. " -Rajesh Subramaniam, SVP, Global Marketing and Customer Experience, FedEx Services "Owned social media presence is critical to generating earned media, which is where the growing value and rewards come in for social media marketing. This important book will help you to understand these concepts and reality to better evaluate, plan, and execute your social media marketing efforts." - Devin Redmond, CEO and Co-Founder, SocialiQ Networks "Are you overwhelmed by the changing digital

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landscape? If so, Sujata's book is a must read with actionable insights, tips on digital sharing, and more." -Porter Gale, Former VP of Marketing at Virgin America and author of "Your Network is Your Net Worth" ABOUT THE BOOK Like most marketers, you are drowning in social media noise and chaos. Businesses have simply jumped in without tying social media outcomes to any business objectives. The purpose of this book is to help you: - See how social media fits into your overall marketing strategy - Understand how best to develop social media with allocation among different tools - Figure out the extent to which social media is relevant to your business or department, and how best to implement it given an increasingly digital world of sharing and an empowered customer voice Whether you are a senior manager experienced in social media marketing or a novice, this book will help clarify how social media fits into your overall marketing strategy, how much you should be allocating given the return on investment, and at what time frame you should be looking, depending on the specific metrics adopted. This book will help you focus more and understand all the different elements to which you need to be paying attention. If you are a novice, the glossary and additional resources sections at the end of the book should be helpful.

When Aislinn Amon's father disappears, her mother drags her from New York to Indiana where she is to attend a new boarding school - Source High. At Source High, Aislinn finds herself in a whole other world than what she knew. Everyone has something supernatural about them, including her. Soon, she finds that she's not the normal, rebel, messed up teenage girl she thought she was. Her friends try to help her along the way when trouble comes knocking on her door. People die, she finds herself falling in love with, something she swore she'd never do, and secrets start to form. Can Aislinn cope with everything that's happening? Can she handle

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the life she's been forced to deal with? Or will she crack under the heavy pressures laid upon her seventeen-year-old shoulders?

Life was not easy on the farm in the forties and growing up is never easy. However, with the old man's support and the guidance of the "Good Book" the Boy did manage to overcome life's obstacles, to learn its valuable lessons, and to walk in faith believing through this vale of tears and laughter.

The Structure of Digital Computing takes a fifty year perspective on computing and discusses what is significant, what is novel, what endures, and why it is all so confusing. The book tries to balance two point of views: digital computing as viewed from a business perspective, where the focus is on marketing and selling, and digital computing from a research perspective, where the focus is on developing fundamentally new technology.

Everything changes. We are currently immersing in the Digital Era and going through in-depth change. The companies, economy, society, and even us as individuals are changing (or should be). Managing in the Digital Era is a new challenge for entrepreneurs, managers, marketeers, economists, politicians... The impact of change is such that no one is left out. Communication is in the core of these changes, requiring an in-depth review of the Media industry business models and also those of other industries. Technology, on the other hand, is the major engine of this new Era, and more than ever the leading role will be played by leaders and their teams. Today, any citizen speaks to the world, asks questions and makes demands. This book pictures the

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changes and the paths that are being designed by world giants, and clarifies the new challenges facing us.

One of the founding fathers of the information age discusses the impact of digital technology on the modern world, discussing such topics as multimedia, the effects of digital transmission on copyright, and virtual reality. 100,000 first printing. \$100,000 ad/promo. Tour.

Particle accelerators for digital transformation Just as quarks are the fundamental particles of matter, digital change in companies is built on certain fundamental "particles." We call them d.quarks. They represent the capabilities that companies need in order to design, enable, and deliver digital value creation. The description of each d.quark covers four dimensions: organization, people and skills, processes, and technologies. Carsten Hentrich and Michael Pachmajer have discovered the d.quarks, and this book provides their first extensive description in an integrated model. Using a series of real-life examples, the authors explain how companies should use the d.quarks to go digital. d.quarks help master digital change - in any type of company. Digital Design and Computer Architecture: ARM Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Combining an engaging and humorous writing style with an updated and hands-on approach to digital design, this book takes the reader from the fundamentals of digital logic to the actual design of an ARM processor. By the end of

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this book, readers will be able to build their own microprocessor and will have a top-to-bottom understanding of how it works. Beginning with digital logic gates and progressing to the design of combinational and sequential circuits, this book uses these fundamental building blocks as the basis for designing an ARM processor.

SystemVerilog and VHDL are integrated throughout the text in examples illustrating the methods and techniques for CAD-based circuit design. The companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. This book will be a valuable resource for students taking a course that combines digital logic and computer architecture or students taking a two-quarter sequence in digital logic and computer organization/architecture. Covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Features side-by-side examples of the two most prominent Hardware Description Languages (HDLs)—SystemVerilog and VHDL—which illustrate and compare the ways each can be used in the design of digital systems. Includes examples throughout the text that enhance the reader's understanding and retention of key concepts and techniques. The Companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. The Companion website also includes appendices covering practical digital design issues

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and C programming as well as links to CAD tools, lecture slides, laboratory projects, and solutions to exercises.

One of the great enigmas in the Bible is that concerning John the Baptizer. While the physical aspects of who he was are quite apparent from the Scriptures, the spiritual aspects are ambiguous. We know that he was the one who was ordained to "Prepare ... the way of the Lord," "to make ready a people prepared for the Lord." There is, however, another aspect of John's identity that is often overlooked. On at least two separate occasions Jesus indicated that John was more than just someone who was born to be His forerunner. This short study not only examines many of the details of John's life, but also attempts unravel the mystery about who he really was. Finally, by using the example of John the Baptist, this book also looks at how the Faithful God fulfills His promises and purposes despite having to deal with unbelieving man.

This book is designed to facilitate a thorough understanding of fundamental principles without requiring readers to memorize an excess of confusing technological details. Rather than focusing on techniques for one particular phase of design, it covers the complete design process, from specification to manufacturing.

Personal account of how a traumatic injury brought the author closer to God.

I lived in a world of darkness, never to see the light again. It's been eleven years since my father cursed Crystal City, since he condemned me to a life of loneliness and misery. By taking away everything that my mother loved, he took

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everything that I knew and cared for. Everything, but the throne. Only what good was being a queen in a city of mindless killers? A city that would never see the sunlight until the day of my death. I truly had nothing to live for... ..Or so I thought. The night that Wolfe was dragged into my palace, I knew that my life would never be the same. We were childhood friends once, but we went our separate ways. He became captain of the pirates, and I ascended to the diamond throne. My once sworn protector had become my enemy, but we were both alone, and the connection we felt was almost unbearable to ignore. My heart only cracked after my father abandoned me, but Wolfe would completely shatter it. For someone that hasn't felt anything for years, that wasn't such a bad thing. Molinar's Diamond is an adventure that starts in the desert city of EL Paso, Texas. Suddenly it thrusts readers into a tumultuous journey of wild and untamed Africa. Back in scorching Texas the roller coaster ride of life continues. A Southern Gothic Noir Western Post-Civil War, embittered Confederate veteran and sometime bounty hunter Santo Brady drifts from town to town in the rural Deep South. He reluctantly rescues half-breed Indian prostitute Lucy Damien from a backwater whistle stop only to have the whole world fall in on his head. They embark on a freight train-hopping odyssey to New Orleans, unaware that Lucy's rich white father and psychotic brother from St. Louis are hot on their trail.

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Sidetracked by a band of sadistic train robbers, Lucy is kidnapped, and the wounded Santo goes on a harrowing mission to track her. Reminiscent of such classic period noirs as James M. Cain's *Past All Dishonor* and Cornell Woolrich's *Waltz into Darkness*, Chris D. delivers a tragic tall tale plunging headfirst into a wild heart of darkness. "One sinister serpent of a story, an old Republic Pictures western serial scripted by James M. Cain and reimagined by Sam Peckinpah. I loved it. Dive in and wallow in *Shallow Water*." -Eddie Muller, author of *Dark City Dames*, *Dark City: The Lost World of Film Noir* and the novels *The Distance* and *Shadow Boxer*

KITTY'S BIG ADVENTURE - This short, easy-to-read children's story is told with 332 words and 34 color photos. The story is about a stuffed animal named Kitty and Kitty's friends Al and Wendell, who are stuffed baby raccoons. The three friends take a trip to Grandfather Mountain, a state park in North Carolina. There they see deer, a bear, an eagle, a cougar, and an otter. They also go on the Mile High Swinging Bridge and visit the Nature Museum. The story ends with them riding home in the car.

Digital Access & Wkbk

Features twelve detailed tutorials and even more inspirational artwork.

Practical advice for redesigning "big, old" companies for digital success, with

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examples from Amazon, BNY Mellon, LEGO, Philips, USAA, and many other global organizations. Most established companies have deployed such digital technologies as the cloud, mobile apps, the internet of things, and artificial intelligence. But few established companies are designed for digital. This book offers an essential guide for retooling organizations for digital success. In the digital economy, rapid pace of change in technology capabilities and customer desires means that business strategy must be fluid. As a result, the authors explain, business design has become a critical management responsibility. Effective business design enables a company to quickly pivot in response to new competitive threats and opportunities. Most leaders today, however, rely on organizational structure to implement strategy, unaware that structure inhibits, rather than enables, agility. In companies that are designed for digital, people, processes, data, and technology are synchronized to identify and deliver innovative customer solutions--and redefine strategy. Digital design, not strategy, is what separates winners from losers in the digital economy. Designed for Digital offers practical advice on digital transformation, with examples that include Amazon, BNY Mellon, DBS Bank, LEGO, Philips, Schneider Electric, USAA, and many other global organizations. Drawing on five years of research and in-depth case studies, the book is an essential guide for companies that want to disrupt

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rather than be disrupted in the new digital landscape.

Bonnie Cannelli, 15, sees her mob boss grandfather murder a family friend. Prepared to testify and enter Witness Protection, Bonnie and her mother, Rita pack the car to go to a safe house. Rita is convinced they won't be safe, so, with fake IDs, they run.

Spot the difference is an amazing activity that boosts your child's fine-ground perception. Fine-ground perception is the skill that would allow children to see in-between the negative spaces. This makes it possible to locate hidden objects, which is an important element to learning math and reading. Don't forget to checkout with a copy of this activity book today!

“The sign read, 'MR. FUN IS HERE'. The sign was telling me, telling one and all who cared to heed its call, that if fun was your quest, you had reached your journey's end.”From the edge of the universe to the bottom of the world, from a mind lost to a scene of murder dark, from a never-ending road to a ruined life reclaimed and with a side trip back to the old neighborhood thrown in just for good measure. Nick takes his readers along on a varied and engaging journey to the sublime or the awful, to the uplifting or the cautionary, from the humorous or the bizarre to the heartbreaking as his pieces transition fluidly, effortlessly, joyfully from one genre to the next, from one style, one voice to the next with the clear vision, the unblinking eye and the masterful hand of a storyteller with both feet firmly planted in an off-kilter place you've never been before.

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MR. FUN IS HERE - 25 short stories from the troubled mind of Nicholas D. Sasuta. MR. FUN IS HERE - COME ON IN!

Do you feel like you struggle to make time for everything? We are living in a time-poor society, working more than ever and with less time for ourselves and family. The pressures and stress of the obligations we feel we have, often leave us without time to do everything that we would like to. More critically, we lack the time to reflect, review our lives and consider our direction. Time to contemplate if the decisions we are making are going to lead us to a life of purpose or an old age filled with regret. Time for Anything is based on 5 years of research by Craig D Robinson. Using the techniques in this book, Craig went from working in an entry level position to, in just four years: start 2 companies, recharge with 12 weeks holiday a year, start a family, grow and sell his startups and retire at the age of 34. This book shows you how you too can have time for it all.

The most outstanding feature of this book is its treatment of the design of filters that approximate a constant group delay, and both the prescribed magnitude and group delay response of one-dimensional as well as two-dimensional digital filters. It thus fills a gap in the literature, that has almost exclusively dealt with the magnitude response of the filter transfer function until now. Contains many of the important results that have only recently appeared in professional journals.

Digital sheet music optimized for iPad, tablet and laptop screens. Sarabande from Suite

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No. 4 in D minor HWV 437 by Georg Friedrich Handel. Piano. Intermediate. MCL91
This book explains hardware, software and communications, precisely and carefully but in terms that anyone can understand, no matter what their experience and knowledge of technology.

A New York Times, Wall Street Journal, Publishers Weekly, and USA Today bestseller "Newport is making a bid to be the Marie Kondo of technology: someone with an actual plan for helping you realize the digital pursuits that do, and don't, bring value to your life."--Ezra Klein, Vox Minimalism is the art of knowing how much is just enough. Digital minimalism applies this idea to our personal technology. It's the key to living a focused life in an increasingly noisy world. In this timely and enlightening book, the bestselling author of Deep Work introduces a philosophy for technology use that has already improved countless lives. Digital minimalists are all around us. They're the calm, happy people who can hold long conversations without furtive glances at their phones. They can get lost in a good book, a woodworking project, or a leisurely morning run. They can have fun with friends and family without the obsessive urge to document the experience. They stay informed about the news of the day, but don't feel overwhelmed by it. They don't experience "fear of missing out" because they already know which activities provide them meaning and satisfaction. Now, Newport gives us a name for this quiet movement, and makes a persuasive case for its urgency in our tech-saturated world. Common sense tips, like turning off notifications, or occasional rituals like

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observing a digital sabbath, don't go far enough in helping us take back control of our technological lives, and attempts to unplug completely are complicated by the demands of family, friends and work. What we need instead is a thoughtful method to decide what tools to use, for what purposes, and under what conditions. Drawing on a diverse array of real-life examples, from Amish farmers to harried parents to Silicon Valley programmers, Newport identifies the common practices of digital minimalists and the ideas that underpin them. He shows how digital minimalists are rethinking their relationship to social media, rediscovering the pleasures of the offline world, and reconnecting with their inner selves through regular periods of solitude. He then shares strategies for integrating these practices into your life, starting with a thirty-day "digital declutter" process that has already helped thousands feel less overwhelmed and more in control. Technology is intrinsically neither good nor bad. The key is using it to support your goals and values, rather than letting it use you. This book shows the way.

The cross of Christ is the greatest irony in the history of the universe. It is far too easy to lose track of the paradoxical details of Christ's death. Familiarity replaces what should be shock as we read through the Passion narrative. The Irony of the Cross puts the shock back in the cross by highlighting the ironies of Christ's death. Examining Mark 15:21-29, this book identifies eleven ironies of the cross that will deepen your understanding of the death of Christ and the gospel of grace. Each of these presents Jesus eschewing the prerogatives of his power for the salvation of his people. There is

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no other point in time when Christ was more emptied and stripped of his divine dignity, and yet there is no other place where Christ's glory is more prominently displayed. Professor Litman's work stands out as well-researched, doctrinally solid, and always piercingly well-written. -JANE GINSBURG, Morton L. Janklow Professor of Literary and Artistic Property, Columbia University Litman's work is distinctive in several respects: in her informed historical perspective on copyright law and its legislative policy; her remarkable ability to translate complicated copyright concepts and their implications into plain English; her willingness to study, understand, and take seriously what ordinary people think copyright law means; and her creativity in formulating alternatives to the copyright quagmire. -PAMELA SAMUELSON, Professor of Law and Information Management; Director of the Berkeley Center for Law & Technology, University of California, Berkeley In 1998, copyright lobbyists succeeded in persuading Congress to enact laws greatly expanding copyright owners' control over individuals' private uses of their works. The efforts to enforce these new rights have resulted in highly publicized legal battles between established media and new upstarts. In this enlightening and well-argued book, law professor Jessica Litman questions whether copyright laws crafted by lawyers and their lobbyists really make sense for the vast majority of us. Should every interaction between ordinary consumers and copyright-protected works be restricted by law? Is it practical to enforce such laws, or expect consumers to obey them? What are the effects of such laws on the exchange of information in a free society? Litman's

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critique exposes the 1998 copyright law as an incoherent patchwork. She argues for reforms that reflect common sense and the way people actually behave in their daily digital interactions. This paperback edition includes an afterword that comments on recent developments, such as the end of the Napster story, the rise of peer-to-peer file sharing, the escalation of a full-fledged copyright war, the filing of lawsuits against thousands of individuals, and the June 2005 Supreme Court decision in the Grokster case. Jessica Litman (Ann Arbor, MI) is professor of law at Wayne State University and a widely recognized expert on copyright law.

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--
Featured on Forbes as a "marketing book you have to read before your competition!"
As seen on Forbes, Entrepreneur Magazine, Inc. Magazine, Search Engine Land, Marketing Land and more. Take control now! Learn how to become an influencer from veteran UCSD teacher, online marketing consultant and CEO, John Lincoln. This book as exact, step-by-step strategies to reaching influence status. Get it now! It is all for a good cause. 100% of proceeds from the first 1,000 books sold will be donated to families where a member is struggling with cancer. Help us reach our goal. Digital Infleuncer Book Description | by John Lincoln, MBA, CEO, Entrepreneur, UCSD Teacher Who will you be in life? Will you be a follower? Or will you be an influencer?

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Definition Digital Influencer: An online persona with the power to stimulate the mindset and affect the decisions of others through real or perceived authority, knowledge, position, distribution or relationships. This book does not hold anything back. But neither can you if you want to be an influencer. You have to fully dedicate yourself, otherwise it is impossible. Too often, people believe that influencers are born, not made, and that we can't learn how to do what they do. Wrong! You can become an influencer and do so much more quickly if you are focused and know the right steps to take. This practical guide to becoming an influencer in your industry will explain what influence is and how it works. It will show you how to grow your following, build credibility and develop your identity as an authority in your field. It will provide direction in how to educate yourself, create compelling content, harness the power of social media and engage with your community. It will teach you how to build an online persona that is so powerful, a simple social media update or blog post will be able to affect change in your industry. This process works. I have done this for myself and hundreds of clients. This book is your shortcut to reaching influencer status fast. Instead of wasting decades or even your entire life trying to figure out what you need to do, I'm just going to tell you how it works. I'll also help you develop a personal plan. I am going to start off by giving you some important background information and concepts that are critical to know if you want to become an influencer. As we progress, I will give you more specifics regarding tools, strategies and even a timeline. This book is

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the complete guide to become a leader and influencer in your industry. Buy it now, it will be one of the best investments you have ever made in your career and life. Short Bio - John Lincoln John Lincoln is CEO of Ignite Visibility and a digital marketing teacher at the University of California San Diego. Lincoln has worked with over 400 online businesses and has generated millions in revenue for clients. He is a noted author on Search Engine Land, Marketing Land, Search Engine Journal and Entrepreneur Magazine and has been featured on Forbes, CIO Magazine, Good Morning San Diego, the Union Tribune and more. Lincoln has been awarded top conversion rate expert of the year, top SEO of the year, best social media campaign of the year and top analytics column of the year. In 2014 and 2015, Ignite Visibility was named #1 SEO company in California and top 2 in the nation.

What is digital citizenship? Why should educators, students, and parents care? Today, billions of people all over the planet interact using various technologies. This interaction has created a digital society that affords its members opportunities for education, employment, entertainment, and social interaction. As in any society, it is expected that digital citizens act in a certain way according to accepted norms, rules, and laws. Most of today's students are entirely comfortable with technology, but are they using it appropriately? Do they understand their roles and responsibilities in digital society? How can teachers help students become responsible digital citizens? Digital Citizenship in Schools is an essential introduction to digital citizenship. Starting with a basic

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definition of the concept and an explanation of its relevance and importance, the authors go on to explore the nine elements of digital citizenship. They provide a useful audit and professional development activities to help educators determine how to go about integrating digital citizenship concepts into the classroom. Activity ideas and lesson plans round out this timely book. Also available: Educator's Podcast Guide - ISBN 1564842312 What Works in K-12 Online Learning - ISBN 1564842363

About the Author Mike Ribble has served as a classroom biology teacher, a secondary school administrator, a network manager for a community college, and a university instructor. He received a doctorate in educational leadership from Kansas State University. Gerald D. Bailey is a professor of educational administration and leadership in the College of Education at Kansas State University. He received his doctorate from the University of Nebraska in 1972. Before earning his doctorate he was a teacher, lead teacher, and supervisor for Lincoln Public Schools in Lincoln, Nebraska.

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