

## The Art Of Lego Design Creative Ways To Build Amazing Models

Mix hundreds of thousands of LEGO bricks with dozens of artists, and what do you get? Beautiful LEGO, a compendium of LEGO artwork that showcases a stunning array of pieces ranging from incredibly lifelike replicas of everyday objects and famous monuments to imaginative renderings of spaceships, mansions, and mythical creatures. You'll also meet the minds behind the art. Interviews with the artists take you inside the creative process that turns simple, plastic bricks into remarkable LEGO masterpieces.

Demonstrates the creation of robots, kinetic works of art, toys, and robotic animals through the combination of plastic gears, pulleys, beams, bricks, axles, and connector pegs, with motors, sensors, and programmable LEGO bricks.

This book investigates a paradox of creative yet scripted play—how LEGO invites players to build 'freely' with and within its highly structured, ideologically-laden toy system. First, this book considers theories and methods for deconstructing LEGO as a medium of bricolage, the creative reassembly of already-significant elements. Then, it pieces together readings of numerous LEGO sets, advertisements, videogames, films, and other media that show how LEGO constructs five ideologies of play: construction play, dramatic play, digital play, transmedia play, and attachment play. From suburban traffic patterns to architectural croissants, from feminized mini-doll bodies to toys-to-life stories, from virtual construction to playful fan creations, this book explores how the LEGO medium conveys ideological messages—not by transmitting clear statements but by providing implicit instructions for how to reassemble meanings it had all along.

This guide takes you on a tour of the "home of the brick," the official LEGO® House, so you can experience it for yourself at home! With photos, interviews, essays, and art from the LEGO archives, *The Secrets of LEGO House* explores the visual wonders and the themed "zones"—yellow for emotions, blue for problem solving, green for social interaction, and red for creativity—within the iconic LEGO House in Billund, Denmark. *The Secrets of LEGO House* offers an insider's look at the creative philosophy behind the iconic brand. On each page, discover the true "secret" hidden among the 25 million LEGO bricks—that everything in the house is purposefully designed around nine core principles of learning through play. A joy for those who aren't able to visit in person, and just as exciting for those who have, *The Secrets of LEGO House* is a bright, colorful celebration of the endless experiences possible with LEGO bricks.

- **EXCLUSIVE CONTENT:** This book is a perfect gift or self-purchase for avid collectors and super fans seeking new, never-before-published content.
- **BROAD APPEAL:** This book is not only perfect for longtime LEGO collectors, but also a broader audience of fans looking to explore the history of the toy they know and love.
- **BELOVED BRAND:** For decades, the LEGO brand has inspired billions of people to stretch the limits of their imaginations. This book captures the creativity and joy at the heart of the LEGO brand, taking readers behind the scenes to reveal the brand's core ethos and ideals.

*Research Design in Aging and Social Gerontology* provides a review of methodological approaches and data-collection methods commonly used with older adults in real-life settings. It addresses the role of normative age-related sensory, cognitive, and functional changes, as well as the influence of generational cohort (age-period-cohort) upon each design. It discusses the role of older adults as true co-researchers; issues uniquely related to studies of persons residing in community-based, assisted, skilled, and memory-care settings; and ethical concerns related to cognitive status changes. The text concludes with detailed guidelines for improving existing data collection methods for older persons and selecting the best fitting methodologies for use in planning research on aging. Features of *Research Design in Aging and Social Gerontology* include: Descriptions and evaluations of a wide range of methodological approaches, and methods used to collect data about older persons (quantitative, qualitative, mixed, and emergent methods: photovoice, virtual environments, etc.) Ways to match research questions to selection of method without a preconceived methodological preference or dominance Real-world and applied examples along with cases from the gerontological literature "How to" sections about reading output/software reports and qualitative-analysis screenshots (from ATLAS.ti) and quantitative (SPSS) output and interpretation Pedagogical tools in every chapter such as text boxes, case studies, definitions of key terms, discussion questions, and references for further reading on chapter topics Glossary of key terms, complete sample research report, and an overview of past methodological research design work in gerontology Companion website at [www.routledge.com/cw/Weil](http://www.routledge.com/cw/Weil) where instructors will find PowerPoint presentations, additional discussion questions, and a sample syllabus; and students will find flashcards based on glossary terms, a downloadable copy of the sample research report in the text, and links to data sets, related websites, further reading, and select gerontological journals This text is intended for upper-level undergraduates and masters students in aging and gerontology as well as students in human development, applied anthropology, psychology, public health, sociology, and social-work settings. Health care professionals, social workers, and care managers who work with older adults will also find this text a valuable resource.

Yamba the llama wanted to try yoga, so she goes to a yoga class and has lots of fun.

*The Art of LEGO MINDSTORMS NXT-G Programming* teaches you how to create powerful programs using the LEGO MINDSTORMS NXT programming language, NXT-G. You'll learn how to program a basic robot to perform tasks such as line following, maze navigation, and object detection and how to combine programming elements (known as blocks) to create sophisticated programs. Author Terry Griffin covers essential functions like movement, sensors, and sound as well as more complex NXT-G features like synchronizing multiple operations. Because it's common for programs to not work quite right the first time they are run, a section of the book is dedicated to troubleshooting common problems including timing, sensor calibration, and proper debugging. Throughout the book, you'll learn best practices to help eliminate frustration when programming your robotic creations.

This book is perfect for anyone with little to no previous programming experience who wants to master the art of NXT-G programming.

Devenir créatif avec des briques LEGO System, telle est la promesse de ce guide unique en son genre. Dans L'Art du design LEGCY, Jordan Schwartz présente le LEGO comme un outil d'expression artistique, un matériau inépuisable pour révéler sa créativité. Les constructions les plus impressionnantes nécessitent beaucoup de temps et d'énergie pour prendre vie (et beaucoup de pièces) mais avec de l'inspiration, de l'imagination et quelques conseils bien sentis, vous pourrez transformer vos briques en créations personnelles. Vous découvrirez une collection unique, présentée par les plus grands constructeurs qui partagent avec vous leurs secrets de construction les plus inventifs. C'est un nouveau monde qui s'offre à vous, un monde où l'imagination et l'amusement n'ont plus de limites !

What's the difference between a tile and a plate? Why isn't it a good idea to stack bricks in columns to make a wall? How do you build a LEGO mosaic or build at different scales? You'll find the answers to these and other questions in The Unofficial LEGO Builder's Guide. Now in full color, this brand-new edition of a well-loved favorite will show you how to:—Construct models that won't fall apart —Choose the right pieces and substitute when needed —Build to micro, jumbo, and miniland scale —Make playable board games out of LEGO pieces —Create photo mosaics and curved sculptures —Build a miniature space shuttle, a minifig-sized train station, and more Of course, the real fun of LEGO building lies in creating your own models—from choosing the subject to clicking that final brick into place. Learn how in The Unofficial LEGO Builder's Guide. Includes the Brickopedia, a visual dictionary of nearly 300 of the most commonly used LEGO elements!

Are your LEGO creations missing something? Do you wish there was some way to add a little personality to your LEGO bricks? Then this sticker collection is for you! Decorate and design your LEGO bricks with stickers of all shapes and sizes, including animals, signs, flags, and more! This sticker book has everything you need to turn your LEGO creations into masterpieces! Inside you'll find everything you need to have hours of LEGO fun, including: Reusable stickers in a variety of shapes and styles 20 original photos with examples of how to maximize sticker use Written instructions on how to use the stickers to make LEGO works of art No LEGO enthusiast should be without this collection of reusable stickers! Sticker Your Bricks is sure to bring your LEGO designs to the next level.

Offers a wide range of techniques that can be used to alter LEGO minifigures by using a series of step-by-step tutorials on decal design and application, custom part modification, and color alteration. Though the progress of technology continually pushes life toward virtual existence, the last decade has witnessed a renewed focus on materiality. Design, Mediation, and the Posthuman bears witness to the attention paid by literary theorists, digital humanists, rhetoricians, philosophers, and designers to the crafted environment, the manner in which artifacts mediate human relations, and the constitution of a world in which the boundary between humans and things has seemingly imploded. The chapters reflect on questions about the extent to which we ought to view humans and nonhuman artifacts as having equal capacity for agency and life, and the ways in which technological mediation challenges the central tenets of humanism and anthropocentrism. Contemporary theories of human-object relations presage the arrival of the posthuman, which is no longer a futuristic or science-fictional concept but rather one descriptive of the present, and indeed, the past. Discussions of the posthuman already have a long history in fields like literary theory, rhetoric, and philosophy, and as advances in design and technology result in increasingly engaging artifacts that mediate more and more aspects of everyday life, it becomes necessary to engage in a systematic, interdisciplinary, critical examination of the intersection of the domains of design, technological mediation, and the posthuman. Thus, this collection brings diverse disciplines together to foster a dialogue on significant technological issues pertinent to philosophy, rhetoric, aesthetics, and science.

Find a galaxy full of LEGO® Star Wars™ ideas to build - from activities and art, games and challenges, to practical makes and your very own inventions! LEGO® Star Wars™ Ideas Book features imaginative play and building ideas using your own LEGO brick collection. There are LEGO projects that take just a few minutes, to builds to keep you occupied for hours. Set up a game of LEGO Star Wars skittles, create a pencil pot shaped like your favourite Sith or Jedi, build a fleet of tiny TIEs, design Darth Vader's family tree, and customise a podracer. Challenge a friend to take on a rathtar, mix up your minifigures, stage your favourite movie battle scene with LEGO Star Wars bricks - and much, much more! LEGO® Star Wars™ Ideas Book is packed with a family friendly range of activities to inspire every LEGO Star Wars fan. What will you build? © 2018 The LEGO Group.© & TM 2018 LUCASFILM LTD.

The LEGO® MINDSTORMS® EV3 Idea Book explores dozens of creative ways to build amazing mechanisms with the LEGO MINDSTORMS EV3 set. Each model includes a list of the required parts, minimal text, and colorful photographs from multiple angles so you can re-create it without the need for step-by-step instructions. You'll learn to build cars with real suspension, steerable crawlers, ball-shooters, grasping robotic arms, and other creative marvels. Each model demonstrates simple mechanical principles that you can use as building blocks for your own creations. Best of all, every part you need to build these machines comes in one LEGO set (#31313)!

If you enjoyed Minifigure Customization: Populate Your World!, don't miss the sequel, Minifigure Customization2: Why Live in the Box? MC2 takes an advanced look at the hobby, introducing more complex techniques to alter the lovable LEGO minifigure, and building on the techniques introduced in the first book. It features tutorials on virtual customization; designing decals and advanced decal application; custom part modification and creation, including 3-D printing; advanced painting techniques; lighting figures with LEDs or EL wire; tips on minifigure displays; and digital photography tips to capture your custom figures in the best light. Essential tools used to create custom figures are identified and updated, and it even includes a Gallery of custom minifigures from top customizers, where they share their favorite tips and tricks. Why live in the box? Populate your world with any alien, superhero, historical, action, horror, or science-fiction figure you can "Just imagine."

Iconic Designs is a beautifully designed and illustrated guide to fifty classic 'things' – designs that we find in the city, in our homes and offices, on page and screen, and in our everyday lives. In her introduction, Grace Lees-Maffei explores what makes a design 'iconic', and fifty essays by leading design and cultural critics tell the story of each iconic 'thing', its innovative and unique qualities, and its journey to classic status. Subjects range from the late 19th century to the present day, and include the Sydney Opera House, the Post-It Note, Coco Chanel's classic suit, the Sony Walkman™, Hello Kitty™, the typeface Helvetica, the Ford Model T, Harry Beck's diagrammatic map of the London Underground and the Apple iMac G3. This handsome volume provides a treasure trove of 'stories' that will shed new light on the iconic designs that we use without thinking, aspire to possess, love or hate (or love to hate) and which form part of the fabric of our everyday lives.

Movie is considered to be an important art form; films entertain, educate, enlighten and inspire audiences. Film is a term that encompasses motion pictures as individual projects, as well as — in metonymy — the field in general. The origin of the name comes from the fact that photographic film (also called filmstock) has historically been the primary medium for recording and displaying motion pictures. Many other terms exist — motion pictures (or just pictures or "picture"), the silver screen, photoplays, the cinema, picture shows, flicks — and commonly movies.

Adorn and organize your room LEGO-style with this bite-sized collection of beautiful and useful LEGO ideas. Small in size but big in inspiration, this neat 32-page volume

contains perfectly practical projects from the 'Make & Keep' chapter of The LEGO® Ideas Book. These ideas will do more than teach building skills; they will unlock your imagination and get you dreaming up dozens of ideas of your own. Projects range from arty 3-D mosaics and themed picture frames to sea monster desk organizers and space-saving minifigure display stands. You will find instructions for building LEGO versions of your favourite board games too, such as chess and Tic Tac Toe. There are interviews with top LEGO fan builders and much more inside this book, so dip in - and don't forget, there are four other exciting books in this series, too. ©2020 The LEGO Group Create working models that LEGO would never endorse. Try your hand at a toy gun that shoots LEGO plates, a candy catapult, a high voltage LEGO vehicle, a continuous-fire ping-pong ball launcher, and other useless but incredibly fun inventions.--From publisher description.

A great way to move from play to art with LEGO bricks! LEGO bricks may seem like child's play, but you can elevate your building skills to artwork by learning simple design concepts and techniques. How to Build Easy Creations with LEGO Bricks will help you understand the basics of building easy creations with bricks. The instruction book has step-by-step directions and QR codes that will lead you to further information through videos online. From apples to helicopters to cars, your future builds will only be limited by your imagination!

The most impressive LEGO models often take careful planning (and lots of pieces), but with some inspiration, a little imagination, and a number of tried-and-true techniques, you too can turn bricks into a masterpiece. In The Art of LEGO® Design, author Jordan Schwartz explores LEGO as an artistic medium. This wide-ranging collection of creative techniques will help you craft your own amazing models as you learn to see the world through the eyes of some of the greatest LEGO builders. Each concept is presented with a collection of impressive models to spark your imagination—like fantastic dragons, futuristic spaceships, expressive characters, and elaborate dioramas. You'll discover some of the inventive techniques that LEGO artists use to: –Create lifelike creatures from unusual elements like inside-out tires and minifigure capes –Design sleek cars without showing a single stud –Add ambience to dioramas with light bricks or LEDs –Craft eye-catching textures to create cobblestone roads and brick walls –Build sturdy, detailed, posable mechs and other figures –Add depth with forced perspective and interesting silhouettes Interviews with the talented builders behind many of the book's models reveal their thoughts on the design process and what inspires them most. Even if you've been building with LEGO since you could crawl, you'll find new inspiration in The Art of LEGO® Design.

The Art of LEGO Scale Modeling displays amazing, fan-built LEGO recreations of real-life vehicles, showing off every amazing detail with high-quality photographs. You'll love poring over dozens of models, including Formula 1 racers, construction vehicles, ships, trains, airplanes, and all kinds of trucks. Authors Dennis Glaasker and Dennis Bosman share their own impressive LEGO models as well as highlight models from builders around the world. The Art of LEGO Scale Modeling also includes tips and tricks that describe the design and building process.

The Art of LEGO Design Creative Ways to Build Amazing Models No Starch Press

PLAY. We all do it: wordplay, love play, role-play; we play cards, play sport, play the fool, and play around. And that's just the grown-ups! It features in every aspect of our lives, whether we call it by that or another name. We all do it, but why do we do it? What does it mean to play and what, if any, difference does it make to our lives? Most crucially, and central to the theme of this book, is the question, 'Does play have a positive impact on our health and wellbeing, and consequently a role in modern healthcare delivery?' The contributors to this book provide a comprehensive overview of how play and play-based activities can be used throughout the adult lifespan to promote health and wellbeing within the context of healthcare service delivery for patients, their families and communities, and for the staff involved in their care. Responding to current global health concerns such as obesity, coronary heart disease, dementia and mental health, the book argues that play and playfulness offer a means of protection, promotion and recovery of positive health and wellbeing. The human tendency for play and playfulness as essential to personal growth and development lie at the heart of the discussion. This book will be of interest to all those working in health or social care settings, including nursing, social work and allied health students and professionals and those working within the therapeutic disciplines of art therapy, music therapy, and recreation alliances.

A behind-the-scenes exploration of a master builder's body of work—for LEGO enthusiasts of all ages. Internationally celebrated artist Sean Kenney creates his art with LEGO bricks. Acclaimed by PBS Arts and BBC Arts, Sean has five global touring exhibits of his work and is recognized as one of the greatest builders in the world. Here is a personalized compendium that features an in-depth look at Sean's magnificent creations, from animals, vehicles, and architecture to baseball, robots, and much more. This book is for LEGO enthusiasts of all ages. A Christy Ottaviano Book

This book is the outgrowth of a NATO Advanced Research Workshop, held in Milton Keynes (United Kingdom) in the summer of 1990. The workshop brought together about 30 world leaders in the use of advanced technologies in the teaching of mathematics and science. Many of these participants commented that the workshop was one of the more productive and exciting workshops that they had attended. It was not uncommon to see participants engaged in informal discussion far into the evenings and early mornings, long after formal sessions had ended. It is my hope that this book captures the substance and excitement of many of the ideas that were presented at the workshop. Indeed, the process by which this book has come about has given every opportunity for the best thinking to get reflected here.

Participants wrote papers prior to the workshop. After the workshop, participants revised the papers at least once. In a few instances, three versions of papers were written. Some participants could not resist the urge to incorporate descriptions of some of the newer developments in their projects. The papers in this book demonstrate how technology is impacting our view of what should be taught, what can be taught, and how we should go about teaching in the various disciplines. As such, they offer great insight into the central issues of teaching and learning in a wide range of disciplines and across many grade levels (ranging from elementary school through undergraduate college education).

The Art of LEGO Construction: New York City Brick by Brick is the ultimate exploration of the architecture and history of New York City through the creative medium of LEGO. Expert builder Jonathan Lopes presents iconic structures of his own design, including the Flatiron Building, the Woolworth Building, the Manhattan Bridge, Grand Central Terminal, Junior's Diner, brownstones, fire houses, and much more! Each model has been beautifully photographed with full-scale views and close-up details, as well as brief instructional breakouts. Lopes's masterful constructions will inspire builders of all ages. Over 2 million copies sold worldwide! Be inspired to create and build amazing models with your LEGO® bricks! The LEGO Ideas Book is packed full of tips from expert LEGO builders on how to make jet planes reach new heights, create fantastic fortresses, swing through lush jungles, have fun on the farm and send space shuttles out of this world! This awesome ideas book is divided into six themed chapters - transport, buildings, space, kingdoms, adventure and useful makes - to inspire every member of the family to get building. With over 500 models and ideas, this book is perfect for any LEGO fan - young or young at heart - who want to make their models cool, fun and imaginative. ©2020 The LEGO Group.

The LEGO® MINDSTORMS® EV3 set offers so many new and exciting features that it can be hard to know where to begin. Without the help of an expert, it could take months of experimentation to learn how to use the advanced mechanisms and numerous programming features. In The LEGO MINDSTORMS EV3 Laboratory, author Daniele Benedettelli, robotics expert and member of the elite LEGO MINDSTORMS Expert Panel, shows you how to use gears, beams, motors, sensors, and programming blocks to create sophisticated robots that can avoid obstacles, walk on two legs, and even demonstrate autonomous behavior. You'll also dig into related math, engineering, and robotics concepts that will help you create your own amazing robots. Programming experiments throughout will challenge you, while a series of comics and countless illustrations inform the discussion and keep things fun. As you make your way through the book, you'll build and program five wicked cool robots: –ROV3R, a vehicle you can modify to do things like follow a line, avoid obstacles, and even clean a room –WATCHGOOZ3, a bipedal robot that can be programmed to patrol a room using only the Brick Program App (no computer required!) –SUP3R CAR, a rear-wheel-drive armored car with an ergonomic two-lever remote control –SENTIN3L, a walking tripod that can record and execute color-coded sequences of commands –T-R3X, a fearsome bipedal robot that will find and chase down prey With The LEGO MINDSTORMS EV3 Laboratory as your guide, you'll become an EV3 master in no time. Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

\* The perfect tutorial for learning the mechanical, software, and electronic systems of LEGO Mindstorms and other hybrid robots \* Focuses on "hot technology" topics: electronics, embedded systems, object-oriented technology, software development, and robotics \* Includes projects for each concept, including a LEGO camera for the remote control vision chapter, an interface for a robotic warning system, and a tele-operated robot \* CD includes: complete computer programs for controlling the robots; circuit simulation models; diagnostic tools

With its colorful, block-based interface, The LEGO® MINDSTORMS® EV3 programming language is designed to allow anyone to program intelligent robots, but its powerful features can be intimidating at first. The Art of LEGO MINDSTORMS EV3 Programming is a full-color, beginner-friendly guide designed to bridge that gap. Inside, you'll discover how to combine core EV3 elements like blocks, data wires, files, and variables to create sophisticated programs. You'll also learn good programming practices, memory management, and helpful debugging strategies—general skills that will be relevant to programming in any language. All of the book's programs work with one general-purpose test robot that you'll build early on. As you follow along, you'll program your robot to: –React to different environments and respond to commands –Follow a wall to navigate a maze –Display drawings that you input with dials, sensors, and data wires on the EV3 screen –Play a Simon Says–style game that uses arrays to save your high score –Follow a line using a PID-type controller like the ones in real industrial systems The Art of LEGO MINDSTORMS EV3 Programming covers both the Home and Education Editions of the EV3 set, making it perfect for kids, parents, and teachers alike. Whether your robotics lab is the living room or the classroom, this is the complete guide to EV3 programming that you've been waiting for. Requirements: One LEGO MINDSTORMS EV3 Home OR Education set (#31313 OR #45544).

The authors take readers on a story-packed adventure through the history of LEGO, from its humble beginnings in a small Danish village to its ascent to the summit of the toy world. They learn hundreds of obscure LEGO facts as they're surrounded by countless fantastically complex and challenging models built by some of the most famous adult LEGO builders.

LEGOified: Building Blocks as Media offers a multi-faceted exploration of LEGO fandom, addressing a blindspot in current accounts of LEGO and an emerging area of interest to media scholars: namely, the role of hobbyist enthusiasts and content producers in LEGO's emergence as a ubiquitous transmedia franchise. This book examines a range of LEGO hobbyism and their attendant forms of mediated self-expression and identity (their "technicities"): artists, aspiring Master Builders, collectors, and entrepreneurs who refashion LEGO bricks into new commodities (sets, tchotchkes, and minifigures). The practices and perspectives that constitute this diverse scene lie at the intersection of multiple transformations in contemporary culture, including the shifting relationships between culture industries and the audiences that form their most ardent consumer base, but also the emerging forms of entrepreneurialism, professionalization, and globalization that characterize the burgeoning DIY movement. The major aim of this edited volume, and what makes it a compelling project for media scholars, is its rigorous, mutli-dimensional articulation of how LEGO functions not just as toy, as cultural icon, or as transmedia franchise, but as a media platform. LEGOified is centered around their shared experiences, qualitative observations, and semi-structured interviews at a number of LEGO hobbyist conventions. Working outwards from these conventions, each chapter of the book engages additional modes of inquiry -- media archaeology, aesthetics, posthumanist philosophy, feminist media studies, and science and technology studies -- to explore the origins, permutations and implications of different aspects of the contemporary LEGO fandom scene.

Lego robots! Mindstorms are sweeping the world and fans need to learn how to programme them Lego Mindstorms are a new generation of Lego Robots that can be manipulated using microcomputers, light and touch sensors, an infrared transmitter and CD-ROMs. Since Lego launched Lego Mindstorms in late 1998 sales have skyrocketed - with no sign of slowing down. Mindstorms have captured the imagination of adults and children alike, creating a subculture of Mindstorm enthusiasts around the world. The kits are now a staple part of engineering and computer science classes at many high profile Universities. Building Robots with Lego Mindstorms provides readers with a fundamental understanding of the geometry, electronics, engineering, and programming required to build your own robots. Mario and Giulio Ferrari are world-renowned experts in the field of Lego Mindstorms robotics, and in this book they share their unrivaled knowledge and expertise of robotics as well as provide a series of chapters detailing how to design and build the most exotic robots. Mario and Giulio also give detailed explanations of how to integrate Lego Mindstorms kits with other Lego programmable bricks such as Scout and Cybermaster, as well as with non-robotic Lego Technics models.

LEGO and Creativity -- LEGO, Ethics, and Rules -- LEGO and Identity -- LEGO, Consumption, and Culture -- LEGO, Metaphysics, and Math

This proceedings volume highlights the latest achievements in research and development in educational robotics, which were presented at the 8th International Conference on Robotics in

Education (RiE 2017) in Sofia, Bulgaria, from April 26 to 28, 2017. The content will appeal to both researchers and educators interested in methodologies for teaching robotics that confront learners with science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts, giving them the chance to create personally meaningful objects and address real-world societal needs. This also involves the introduction of technologies ranging from robotics controllers to virtual environments. In addition, the book presents evaluation results regarding the impact of robotics on students' interests and competence development. The approaches discussed cover the whole educational range, from elementary school to the university level, in both formal as well as informal settings.

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