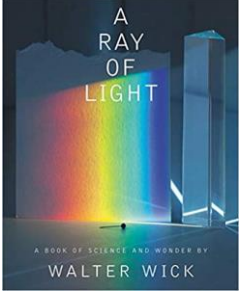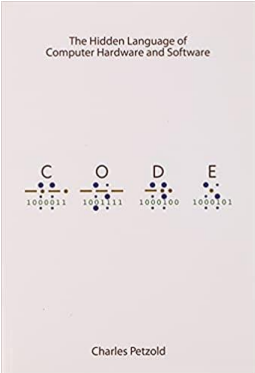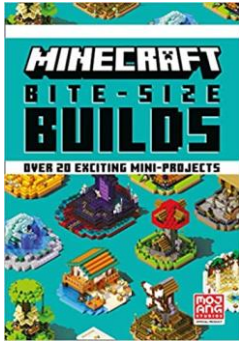# Computer Science and Creative iMedia

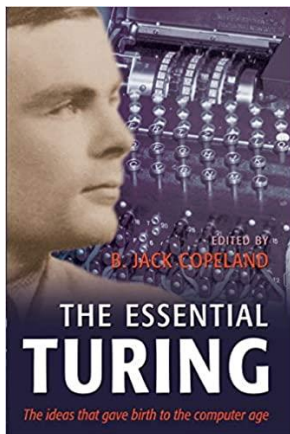|	The wonder of light has fascinated readers for ages. Walter Wick's mesmerizing photographs paired with simple yet fascinating text and scientific observations help readers understand the secrets and complexity of light. You will learn what light is made of and how it fits alongside everything else in the world. Walter introduces readers into the mystery behind incandescence, light waves, the colour spectrum, and iridescence as well as how we perceive light in our world and beyond. Walter Wick demonstrates that science and art both offer ways to observe the world around us. *A Ray of Light* is perfect for the STEM curriculum as it incorporates the early disciplines of science, technology, engineering, and mathematics.	ISBN-13 **978-0439165877**
	What do flashlights, the British invasion, black cats, and seesaws have to do with computers? In CODE, they show us the ingenious ways we manipulate language and invent new means of communicating with each other. And through CODE, we see how this ingenuity and our very human compulsion to communicate have driven the technological innovations of the past two centuries. Using everyday objects and familiar language systems such as Braille and Morse code, author Charles Petzold weaves an illuminating narrative for anyone who's ever wondered about the secret inner life of computers and other smart machines. It's a cleverly illustrated and eminently comprehensible story—and along the way, you'll discover you've gained a real context for understanding today's world of PCs, digital media, and the Internet. No matter what your level of technical savvy, CODE will charm you—and perhaps even awaken the technophile within.	ISBN-13 **978-0735611313**

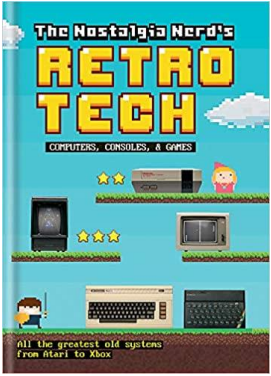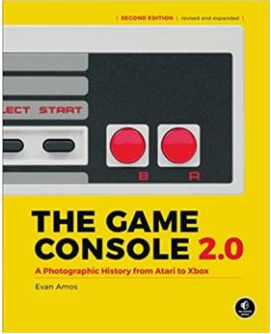|		
	Learn how to design, build and customise 20 mini-projects in Minecraft, from firefighter planes and deep-sea submarines to hidden bunkers and mini arcade games. There's even a superhero flying school! With detailed instructions, block hacks and build tips, this book will encourage you to polish old skills and learn new tricks as you create a wide range of fun, bite-sized builds to impress your friends in Minecraft. Each build is accompanied by exploded views, step-by-step guides and detailed instructions to show you how to complete each build from start to finish. Informative text will help you with your construction understanding, and encourage you to use your new knowledge to create your very own builds.	ISBN: **9780755500406**
	Alan Turing was one of the most influential thinkers of the 20th century. In 1935, aged 22, he developed the mathematical theory upon which all subsequent stored-program digital computers are modeled. At the outbreak of hostilities with Germany in September 1939, he joined the Goverment Codebreaking team at Bletchley Park, Buckinghamshire and played a crucial role in deciphering Engima, the code used by the German armed forces to protect their radio communications. Turing's work on the version of Enigma used by the German navy was vital to the battle for supremacy in the North Atlantic. He also contributed to the attack on the cyphers known as 'Fish' which were used by the German High Command for the encryption of signals during the latter part of the war. His contribution helped to shorten the war in Europe by an estimated two years. After the war, his theoretical work led to the development of Britain's first computers at the National Physical Laboratory and the Royal Society Computing Machine Laboratory at Manchester University. Turing was also a founding father of modern cognitive science, theorizing that the cortex at birth is an 'unorganized machine' which through 'training' becomes organized 'into a universal machine or something like it' He went on to develop the use of computers to model biological growth, launching the discipline now referred to as Artificial Life.	ISBN-13 **978-0198250807**

	The papers in this book are the key works for understanding Turing's phenomenal contribution across all these fields. The collection includes Turing's declassified wartime 'Treatise on the Enigma'; letters from Turing to Churchill and to codebreakers; lectures, papers, and broadcasts which opened up the concept of AI and its implications; and the paper which formed the genesis of the investigation of Artifical Life.	
	Remember what a wild frontier the early days of home gaming were? Manufacturers releasing new consoles at a breakneck pace; developers creating games that kept us up all night, then going bankrupt the next day; and what self-respecting kid didn't beg their parents for an Atari or a Nintendo? This explosion of computers, consoles, and games was genuinely unlike anything the tech world has seen before or since. This thoroughly researched and geeky trip down memory lane pulls together the most entertaining stories from this dynamic era, and brings you the classic tech that should never be forgotten.	ISBN **9781781575703**
	When first published, *The Game Console* was a huge hit with gamers who pored over it and gifted it to their friends. This new edition of *The Game Console* (over 40,000 copies sold in the first edition) is a tour through 50 years of video game hardware, with its collection of gorgeous full-colour photos of over 100 consoles and their intricate interior components. The journey begins with legendary consoles like the Magnavox Odyssey, Atari 2600, Nintendo Entertainment System, and the Commodore 64. The visual nostalgia trip continues with systems from the 1990s and 2000s, ending with modern consoles like the Nintendo Switch, Xbox Series XS and PlayStation 5. This edition adds coverage of 20+ noteworthy consoles and gaming-heavy computers. It includes new ninth generation consoles, the addition of rare and obscure systems, updated specs, and a new section that deals with retro gaming in the modern era and how to enjoy classic systems today. The second edition has also been restructured into chronological order for ease of use.	ISBN-13 **978-1718500600**