Activity Analysis Creativity And Playfulness In Pediatric Occupational Therapy Making Play Just Right | 65e9902a444cd8cf1755f1a347eae423

Creativity in the Digital Age
An Annotated Bibliography of the Head Start Research Since 1965
Boosting Learning in the Primary Classroom
Creativity
The Oxford Handbook of Creativity, Innovation, and Entrepreneurship
Play development in children with disabilities
11th European Conference on Innovation and Entrepreneurship
Encyclopedia of Creativity
Activity Analysis, Creativity and Playfulness in Pediatric Occupational Therapy
Occupational Therapy for Children - E-Book
Exploring Children's Creative Narratives
Humor and Laughter, Playfulness and Cheerfulness: Upsides and Downsides to a Life of Lightness
New Horizons in Web Based Learning
Social Entrepreneurship
The Innovation-Friendly Organization
Alternative Marketing Approaches for Entrepreneurs
Research into Design for Communities, Volume 2
Play and Creativity
Play for Health Across the Lifespan
Case-Smith's Occupational Therapy for Children and Adolescents - E-Book
The Creativity Reader
Your Creative Brain
Occupational Therapy and Dementia Care
Play from Birth to Twelve and Beyond
Creative Psychotherapy
About Entrepreneurship
Teaching Physical Education Creatively
Sensory Motor Activities for Early Development
Playfulness
Eminent Creativity, Everyday Creativity, and Health
Play, Playfulness, Creativity and Innovation
Sensory Modulation in Dementia Care
Play and Wellbeing
Play Matters
The Impact of Virtual and Augmented Reality on Individuals and Society
Teaching Creatively and Teaching Creativity
Boundary Blurred: A
Teaching Physical Education Creatively provides knowledge and understanding in order to engage creatively with the primary Physical Education curriculum for both trainee teachers and qualified teachers. It is full of ideas for developing the teaching of dance, games, gymnastics and outdoor and adventurous activities in an innovative and engaging manner. With an emphasis on developing creative teaching processes by building from children’s curiosity, imagination and need to explore and move, it forges clear links between research and practice, and offers suggestions for developing exciting, engaging new approaches to teaching physical education. Key topics explored include: Physical Competence and Physical Literacy Creative ways to develop the teaching of dance, games, gymnastics and outdoor and adventurous activities Developing understanding of space, speed and dynamics Creative lesson planning Inclusive approaches and aspects of differentiation Teaching Physical Education Creatively presents the theory and background necessary to develop a comprehensive understanding of creative teaching and children’s learning. Packed with practical guidance and inspiration for lively, enjoyable physical education, it is an invaluable resource for undergraduate and postgraduate students in initial teacher training, practicing teachers, and undergraduate students of physical education. This book showcases cutting-edge research papers from the 6th International Conference on Research into Design (ICoRD 2017) – the largest in India in this area – written by eminent researchers from across the world on design process, technologies, methods and tools, and their impact on innovation, for supporting design for communities. While design traditionally focused on the development of products for the individual, the emerging consensus on
working towards a more sustainable world demands greater attention to designing for and with communities, so as to promote their sustenance and harmony - within each community and across communities. The special features of the book are the insights into the product and system innovation process, and the host of methods and tools from all major areas of design research for the enhancement of the innovation process. The main benefit of the book for researchers in various areas of design and innovation are access to the latest quality research in this area, with the largest collection of research from India. For practitioners and educators, it is exposure to an empirically validated suite of theories, models, methods and tools that can be taught and practiced for design-led innovation. The contents of this volume will be of use to researchers and professionals working in the areas on industrial design, manufacturing, consumer goods, and industrial management. This book presents the Home Environmental Skill-Building Program (ESP) and is designed principally for occupational therapists. An integrative introduction to the theories and themes in research on creativity, this book is both a reference work and text for courses in this burgeoning area of research. The book begins with a discussion of the theories of creativity (Person, Product, Process, Place), the general question of whether creativity is influenced by nature or nurture, what research has indicated of the personality and style of creative individuals from a personality analysis standpoint, how social context affects creativity, and then coverage of issues like gender differences, whether creativity can be enhanced, if creativity is related to poor mental or physical health, etc. The book contains boxes covering special interest items including one page biographies of famous creative individuals and activities for a group or individual to test and/or encourage creativity, as well as references to internet sites relating to creativity. Breaks down the major theories about creativity but doesn't restrict to a
singular perspective Includes extensive citations of existing literature Textbook features included (i.e., key terms defined)'
A timely contribution to social entrepreneurship research from a Scandinavian view. Taking entrepreneurship as creative action in society as a whole, the authors counter widely held perceptions of (social) entrepreneurship: it is not an elite phenomenon but a form of action that we all engage in from time to time; it is not about system-changing disruptions but generally about small but real improvements in everyday life; it is not about autonomous action but about realizing freedom potential in societies where knowledge and learning have become essential for civic action.' – Rafael Ziegler, University of Greifswald, Germany 'This book offers an innovative, theory-driven account of social entrepreneurship that is located in new thinking around the constructs of community and "public" entrepreneurship. Bjerke and Karlsson draw on a wide range of sources to offer useful new insights and analyses of this emerging sector and contribute a variety of useful and challenging new models of the relationship between society, innovation, and politics. All in all, this represents a valuable addition to the growing theoretical literature on social innovation and entrepreneurship.' – Alex Nicholls, University of Oxford, UK This informative book examines some social entrepreneurs in practice in several countries whilst concentrating on entrepreneurs in the third sector. The authors call them citizen entrepreneurs. Such people are not only becoming more common but also more necessary in the world of today. Entrepreneurs are seen as people who aim 'to act as if and make a difference', that is, who act out of the ordinary and come up with noticeable solutions to various problems without being restricted by existing resources or possibilities. This book applies these criteria to citizen entrepreneurs, focusing on public entrepreneurs operating in public places. The authors conduct in-depth case studies to examine these public
entrepreneurs thoroughly and offer some theoretical reflections on social entrepreneurship. Students and researchers studying social entrepreneurship will find this book of great interest. Social entrepreneurs and practitioners would also benefit considerably from this enriching resource. This collection of international research offers fresh perspectives on children’s creative processes and the expression of their creative imagination together with informed theoretical critiques of current educational practice. Creative Psychotherapy brings together the expertise of leading authors and clinicians from around the world to synthesise what we understand about how the brain develops, the neurological impact of trauma and the development of play. The authors explain how to use this information to plan developmentally appropriate interventions and guide creative counselling across the lifespan. The book includes a theoretical rationale for various creative media associated with particular stages of neural development, and examines how creative approaches can be used with all client groups suffering from trauma. Using case studies and exemplar intervention plans, the book presents ways in which creative activities can be used sequentially to support healing and development in young children, adolescents and adults. Creative Psychotherapy will be of interest to mental health professionals working with children, adolescents and adults, including play and arts therapists, counsellors, family therapists, psychologists, social workers, psychiatrists and teachers. It will also be a valuable resource for clinically oriented postgraduate students, and therapists who work with victims of interpersonal trauma. A great deal of research has been conducted on creativity, innovation, and entrepreneurship. Although highly interrelated, these three areas have developed largely independently of one another. The sixth edition of Occupational Therapy for Children maintains its focus on children from infancy to adolescence and gives
comprehensive coverage of both conditions and treatment techniques in all settings. Inside you’ll discover new author contributions, new research and theories, new techniques, and current trends to keep you in step with the changes in pediatric OT practice. This edition provides an even stronger focus on evidence-based practice with the addition of key research notes and explanations of the evidentiary basis for specific interventions. Unique Evolve Resources website reinforces textbook content with video clips and learning activities for more comprehensive learning. Case studies help you apply concepts to actual situations you may encounter in practice. Evidence-based practice focus reflects the most recent trends and practices in occupational therapy. Unique! Chapter on working with adolescents helps you manage the special needs of this important age group. Unique! Research Notes boxes help you interpret evidence and strengthen your clinical decision-making skills. Video clips on a companion Evolve Resources website reinforce important concepts and rehabilitation techniques. Understand and assess the sensory needs of people with dementia, and learn how to implement sensory modulation-based approaches for enriched care. Drawing on the author's Sensory Modulation Program, this approach aids with self-organization and meaningful participation in life activities. Explaining sensory-processing issues specific to older populations, this book provides a downloadable assessment tool to help review individual sensory-processing patterns. It includes a range of sensory-based activities which can be carried out with people at all stages of dementia, both with individuals and in groups. The book also provides recommendations for modifying physical environments to make care settings sensory-enriched.

Activity Analysis, Creativity and Playfulness in Pediatric Occupational Therapy: Making Play Just Right is a unique resource on pediatric activity and therapy analysis for occupational therapists and students. This text provides useful information on planning creative
and playful activities within therapy sessions. This resource contains case studies, activity worksheets and a DVD. Creative teaching as well as teaching creativity are cutting edge issues in psychology today as recent academic and popular media coverage has shown. This volume expands on that interest with chapter authors drawn from interdisciplinary areas. It includes examples of creatively teaching across the education system, including preschool, K-12, undergraduate, and graduate level education. The variety of subjects covered by the chapters include psychology, math, science, and reading. In addition to creative teaching which may lead to enhanced learning and achievement in students, as well enhanced creativity, another focus is teaching with the objective to enhance creativity. Playfulness: Its Relationship to Imagination and Creativity focuses on a discussion of the play element in play. This book discusses the differentiation between play and exploratory behavior based on familiar versus novel aspects in the factual givens. Organized into seven chapters, this book begins with an overview of the role of play, imagination, and creativity in psychological research. This text then examines the theoretical model that indicates the role of playfulness in affective, cognitive, and social functioning, and particularly relates these links to creativity and imagination. Other chapters consider playfulness as behavior at later stages of development. This book discusses as well some of the variables considered in relation to playfulness, including sex differences, social class, and level of intelligence. This book is intended to be suitable for professionals and advanced students in a number of disciplines. Developmental and educational psychologists as well as educators will also find this book useful. The number one book in pediatric OT is back! Focusing on children from infancy to adolescence, Case-Smith's Occupational Therapy for Children and Adolescents, 8th Edition provides comprehensive, full-color
coverage of pediatric conditions and treatment techniques in all settings. Its emphasis on application of evidence-based practice includes: eight new chapters, a focus on clinical reasoning, updated references, research notes, and explanations of the evidentiary basis for specific interventions. Coverage of new research and theories, new techniques, and current trends, with additional case studies, keeps you in-step with the latest advances in the field. Developmental milestone tables serve as a quick reference throughout the book! NEW! Eight completely new chapters cover Theory and Practice Models for Occupational Therapy With Children, Development of Occupations and Skills From Infancy Through Adolescence, Therapeutic Use of Self, Observational Assessment and Activity Analysis, Evaluation Interpretation, and Goal Writing, Documenting Outcomes, Neonatal Intensive Care Unit, and Vision Impairment. NEW! A focus on theory and principles Practice Models promote clinical reasoning. NEW! Emphasis on application of theory and frames of reference in practice appear throughout chapters in book. NEW! Developmental milestone tables serve as quick reference guides. NEW! Online materials included to help facilitate your understanding of what’s covered in the text. NEW! Textbook is organized into six sections to fully describe the occupational therapy process and follow OTPF.

“We see our customers as invited guests to a party, and we are the hosts. It’s our job every day to make every important aspect of the customer experience a little bit better.” Jeff Bezos, Founder and CEO of Amazon.com This proceedings volume explores the ways in which marketers can learn about customers through big data and other sources to create an enhanced customer experience. Consumers today do not simply demand engaging online or offline experiences anymore; they increasingly focus on one seamless experience throughout their journey across virtual and real spaces. While shopping in a physical store, consumers are checking their smart phones for customer experience...
reviews and competitive information, and catching a Pokémon or two at the same time. Online experience is no longer only about price shopping and convenience, and offline is no longer only about SKUs. Individual channels matter less and less; it is the omni-channel experience that is becoming main-stream. Marketers need to keep pace and continually adapt and contribute to the changing consumer landscape. Through countless touchpoints across different channels and media, marketers today can learn more about their customers and are better equipped than ever to provide them with a desired augmented experience: easy, fun, engaging, and efficient. Featuring the full proceedings from the 2018 Academy of Marketing Science (AMS) Annual Conference held in New Orleans, Louisiana, this volume provides ground-breaking research from scholars and practitioner from around the world that will help marketers continue to engage their customers in this new landscape. Founded in 1971, the Academy of Marketing Science is an international organization dedicated to promoting timely explorations of phenomena related to the science of marketing in theory, research, and practice. Among its services to members and the community at large, the Academy offers conferences, congresses, and symposia that attract delegates from around the world. Presentations from these events are published in this Proceedings series, which offers a comprehensive archive of volumes reflecting the evolution of the field. Volumes deliver cutting-edge research and insights, complementing the Academy’s flagship journals, the Journal of the Academy of Marketing Science (JAMS) and AMS Review. Volumes are edited by leading scholars and practitioners across a wide range of subject areas in marketing science. This book is the result of the first two-year work of Working Group 1 of the network “LUDI – Play for children with disabilities”. LUDI is an Action (2014-2018) financed by COST; it is a multidisciplinary network of more than 30 countries and almost 100
researchers and practitioners belonging to the humanistic and technological fields to study the topic of play for children with disabilities within the framework of the International Classification of Functioning Disability and Health (WHO, 2001). The principal objective of this book is to bring the LUDI contribution to the important topic of play in children with disabilities, because today an international consensus on the definition of play and disabilities is still lacking. The process of ensuring equity in the exercise of the right to play for children with disabilities requests three actions: to approach this topic through a “common language”, at least all over Europe; to put play at the centre of the multidisciplinary research and intervention regarding the children with disabilities; to grant this topic the status of a scientific and social theme of full visibility and recognized authority. Children with disabilities face several limitations in play, due to several reasons: impairments; playgrounds, toys and other play tools that are not accessible and usable; environments and contexts that are not accessible nor inclusive; lack of educational awareness and intentionality; lack of specific psycho-pedagogical and rehabilitative competence; lack of effective intervention methodologies. Moreover, disabled children’s lives are dominated by medical and rehabilitative practices in which play is always an activity aiming to reach an objective or to provoke an improvement; play for the sake of play is considered a waste of time. The concept of play for the sake of play strongly refers to the distinction between play activities and play-like activities. Play activities are initiated and carried out by the player (alone, with peers, with adults, etc.) for the only purpose of play itself (fun and joy, interest and challenge, love of race and competition, ilinx and dizziness, etc.). They have of course consequences on growth and development, but these consequences are not intentionally pursued. Play-like activities are initiated and conducted by an adult (with one or more children), in
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educational, clinical, social contexts; they are playful and pleasant, but their main objective is other than play: e.g., cognitive learning, social learning, functional rehabilitation, child's observation and assessment, psychological support, psychotherapy, etc. This book, then, contributes to a clear distinction between play and play-like activities that, hopefully, will bring to new developments in play studies. The Creativity Reader is a necessary companion for anyone interested in the historical roots of contemporary ideas about creativity, innovation, and imagination. It brings together a prestigious group of international experts who were tasked with choosing, introducing, and commenting on seminal texts focused on creativity, invention, genius, and imagination from the period of 1850 to 1950. This volume is at once retrospective and prospective: it revisits old ideas, assesses their importance today, and explores their potential for the future. Through its wide historical focus, this Reader challenges the widespread assumption that creativity research is mainly a product of the second half of the twentieth century. Featuring primary sources interpreted through the lenses of leading contemporary scholars, The Creativity Reader testifies to the incredible richness of this field of study, helps us understand its current developments, and anticipates its future directions. The texts included here, many of them little known or forgotten, are part of the living history of creativity studies. Indeed, an examination of these seminal papers helps the new generation of creativity and innovation researchers to be mindful of the past and unafraid to explore it. Creativity influences each of our lives and is essential for the advancement of society. The first edition of the successful Encyclopedia of Creativity helped establish the study of creativity as a field of research in itself. The second edition, published in 2011, was named a 2012 Outstanding Academic Title by the American Library Association's Choice publication. Featuring 232 chapters, across 2 volumes, the third edition
of this important work provides updated information on the full range of creativity research. There has been an enormous increase in research on the topic throughout the world in many different disciplines. Some areas covered in this edition include the arts and humanities, business, education, mental and physical health, neuroscience, psychology, the creative process and technology. Fundamental subjects are discussed such as the definition of creativity, the development and expression of creativity across the lifespan, the environmental conditions that encourage or discourage creativity, the relationship of creativity to mental health, intelligence and learning styles, and the process of being creative. Creativity is discussed within specific disciplines including acting, architecture, art, dance, film, government, interior design, magic, mathematics, medicine, photography, science, sports, tourism and writing. A wide range of topics are covered. Here is a partial overview by topic: Business and organizational creativity: Advertising, Creative Economies, Creativity Consulting and Coaching, Corporate Creativity, Creativity Exercises, Entrepreneurship, Group Dynamics, Innovation, Leadership, Management of Creative People, Patents, Teams, and Training. The Cognitive Aspects of Creativity: Altered and Transitional States, Analogies, Attention, Breadth of Attention, Cognitive Style, Divergent Thinking, Flow and Optimal Experience, Knowledge, Logic and Reasoning, Metacognition, Mental Models, Memory, Metaphors, Mind Wandering, Mindfulness, Problem-Finding, Problem-Solving, and Remote Associates. The Creative Process: Attribution, Constraints, Discovery, Insight, Inspiration, Intentionality, Motivation, Risk-Taking, and Tolerance for Ambiguity. Education: Children’s Creativity, Education, Intelligence, Knowledge, Metacognition, Play, Prodigies, Programs And Courses, Talent And Teaching Creativity. Neuroscience Research: Cellular Matter, Grey Matter, Cellular Density; EEG, Functional Magnetic Resonance Imaging (Fmri), Music and The Brain,
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This book constitutes the revised selected papers of the workshops of the 10th and 11th International Conference of Web-based Learning, ICWL 2011, held in Hong Kong, in December 2011 and ICWL 2012, held in Sinaia, Romania, in September 2012. This volume comprises papers from one symposium that took place both in 2011 and 2012 and four workshops (two from 2011 and two from 2012): 1. The 1st and 2nd International Symposium on Knowledge Management and E-Learning (KMEL2011 / 2012); 2. The 1st International Workshop on Enhancing Learning with Social (ELSM 2011); 3. The 4th International Workshop on Social and Personal Computing for Web-Supported Learning (SPeL 2011); 4. International Workshop on Learning within and from Smart Cities (SciLearn 2012); 5. International Workshop on Creative Collaboration through Supportive Technologies in Education (CCSTED 2012).

Boosting Learning in the Primary Classroom is your one-stop practical guide to understanding the physical development of children and how this affects their ability to learn. Not only does it
explain the reasons behind the theories but provides over 75 practical tips that really work in the classroom. The book is based on a successful five-step approach to help children acquire the skills needed to manage at school and daily life. It works by being able to pinpoint a problem, assists others in recognising the impact that difficulty is having to the child and then provides strategies to develop that child’s specific skills. Using the latest medical research and established occupational therapy techniques to obtain great results, this approach provides teachers with the tools to use different knowledge and strategies to engage children in the learning process. Key ideas explored include: Exploring the reasons for poor handwriting Increasing Disability Awareness The link between body posture and concentration Dyspraxia in a school setting Play develops learning Understanding sensory behaviour By providing teachers with an understanding of physical child development and the impact this has in the classroom, this book demonstrates how teachers can use this knowledge to boost the learning of their primary-aged children. It encourages teachers to identify improvements in the child’s progress of not just educational learning targets but also in physical motor development, using real life case studies, latest theory and tried & tested occupational therapy methods to help every child improve. Until now there has been no single text bringing together the significant literature that explores the dimensions of creative learning, despite the work of artists in schools and the development of a cadre of creative teaching and learning specialists. Sensory motor activities are crucial for children to learn from their environment. Bridging the gap between theory and practice, this revised edition is a complete package of tried-and-tested sensory motor activities for children, covering basic movements, interoception, sensory and body awareness and early visual perceptual skills. Providing an overview of the sensory systems, the authors offer
practical strategies for parents/carers and practitioners to link knowledge to practice when communicating and engaging with a child. The authors present both familiar and novel activity ideas, explaining how they provide sensory stimulation to the relevant sensory systems and may help to support the child’s development, sensory processing and regulation levels. New material includes: greater emphasis on understanding the sensory systems and how they link to the activities a brand new chapter on interoception revised recording methods, including Goal Attainment Scaling as an outcome tool an expanded list of activities. Sensory Motor Activities for Early Development, 2nd edition is an essential text for all parents/carers and practitioners who use sensory motor activities in a playful way to help the development of children with a range of needs. It will be valuable reading for those working with children who do not initiate movement, who require help with their movement, who need to refine their movement, who need encouragement or motivation to engage in purposeful movements, or those who need activities to provide sensory stimulation.Examines the role of playfulness in animal and human development, highlighting its links to creativity and, in turn, to innovation. Consumers have, to a large extent, become their own producers; they are more aware of marketing and are active in adding value to the products and experiences they want. By assessing customers as active agents rather than passive consumers, Björn Bjerke explores alternative ways of marketing for new businesses and social entrepreneurial ventures. This book explores five cultural traits – Diversity, Integrity, Curiosity, Reflection, and Connection – that encourage the birth and successful development of new ideas, and shows how organizations that are serious about innovation can embrace them. Innovation – the driver of change and resilience – It is totally dependent on culture, the social environment which shapes how ideas emerge and evolve. Ideas need to
breathe, and culture determines the quality of the air. If it’s stuffy and lacks flow, then no idea, however brilliant, will live long enough to fulfil its potential. Creating these innovation-friendly conditions is one of the key challenges facing organizations today, and one that is especially difficult for them – focused as they are on efficiency and control. Innovation, Anna Simpson argues, begins with diversity of thought and attitude: the opposite of conformity and standardisation. Likewise, with ongoing pressures to deliver results before yesterday, how can organizations allow sufficient space for the seemingly aimless process of following interesting possibilities and pondering on the impact of various options? Anna Simpson shows how large organizations can adapt their culture to enable the exchange of different perspectives; to support each person to bring their whole self to their work; to embrace the aimlessness that fosters creative experimentation; to take the time to approach change with the care it deserves, and – lastly – to develop the collective strength needed to face the ultimate ‘sledgehammer test’. Play for Health Across the Lifespan uses case studies to explore the impact of play and creativity on health and wellbeing throughout the lifecycle. While play at the start of life influences future development, the authors show play also has a role in improving prospects for health and wellbeing in adulthood and later life. A relational approach to health and wellbeing emphasizes the dynamic, mutually influential relationship between individual development and the changing contexts of our lives. Our personal play history is one feature of this dynamic process, and this book explores how the experience of play throughout the life course sculpts and resculpts the shape of our lives: our physical health, our mental wellbeing, and our relationship to the people and the world around us. Storytelling has been used since the beginning of time to communicate important life lessons in an engaging way. Taking inspiration from Shakespeare’s ‘Seven Ages of Man’, the
book uses a case-story approach to differentiate the stages of development and to present evidence for how play and playful experiences impact on health and wellbeing from birth to the end of life in the context of temporal and situational change. Each chapter in Play for Health Across the Lifespan introduces relevant evidence-based research on play and health, before presenting several narrative ‘case stories’, which illustrate the application of play theory and the neuroscience of play as they relate to each life stage. With contributions from specialists in health and education, community organizations and the creative and performing arts, this book will appeal to academics, students, and practitioners who are interested in exploring the role of play in addressing contemporary challenges to our physical, mental, and social health.In an era of increasingly patient-centered healthcare, understanding how health and illness play out in social context is vital. This volume opens a unique window on the role of play in health and wellbeing in widely varied contexts, from the work of Patch Adams as a hospital clown, to an Australian facility for dementia treatment, to a New Zealand preschool after an earthquake, to a housing complex where Irish children play near home. Across these and other featured studies, play is shown to be shaman-like in its transformative dynamics, marshaling symbolic resources to re-align how patients construe and experience illness. Even when illness is not an issue, play promotes wellbeing by its power to reimagine, invigorate, enliven and renew through sensory engagement, physical activity, and symbolism. Play levels social barriers and increases flexible response, facilitating both shared social support and creative reassessment. This book challenges assumptions that play is inefficient and unproductive, with highly relevant evidence that playful processes actually work hard to dislodge unproductive approaches and thereby aid resilience. Solid research evidence in this book charts the course and opens the
agenda for taking play seriously, for the sake of health. This book was originally published as a special issue of the International Journal of Play. Enhancing Digital Literacy and Creativity is an exploration of how young children gain digital literacies in ‘makerspaces.’ The international authors investigate how hands-on experimentation with a variety of materials - from traditional arts and crafts to contemporary digital tools like 3D printers and laser cutters - can aid children in their development of play, creativity and storytelling. From museums to libraries, nursery schools to community centres, this research shows how ‘making’ supports the development of creative skills and introduces concepts to be explored in a variety of environments and contexts. Drawing on examples from around the globe, described by a range of international academics, Enhancing Digital Literacy and Creativity includes chapters on: Virtual reality Museum and library makerspaces Intergenerational making in families Making in schools and nursery settings Assessing learning in makerspaces Links to previous theories Social imagination This book will be a valuable resource for students and researchers in the fields of education and digital literacies; early childhood teacher educators and practitioners; librarians; museum educators; and makerspace staff. This engaging textbook is a modern perspective on all that is essential to know about entrepreneurship. It will prove required reading for both lecturers and undergraduate and Masters students on entrepreneurship upper-level courses. Bjørn Bjerke covers all kinds of aspects of entrepreneurship including the history of the subject, our modern entrepreneurial society, local community development, entrepreneurship in different national cultures and women as entrepreneurs. He addresses some theoretical developments, and considers a narrow and a broad view of entrepreneurship, rational and natural entrepreneurial start-ups and entrepreneurship in space and place. At the end of every chapter, there are numerous ÔThinkÔ
questions and a practice case, which may be useful when studying the subject alone or when teaching it. There are online resources for teacher's to support the text. This Encyclopedia presents 62 essays by 78 distinguished experts who draw on their expertise in pedagogy, anthropology, ethology, history, philosophy, and psychology to examine play and its variety, complexity, and usefulness. Here you'll find out why play is vital in developing mathematical thinking and promoting social skills, how properly constructed play enhances classroom instruction, which games foster which skills, how playing stimulates creativity, and much more. Brings together key past and present cutting-edge papers in the hot area of creativity and mental health. This edited book discusses the exciting field of Digital Creativity. Through exploring the current state of the creative industries, the authors show how technologies are reshaping our creative processes and how they are affecting the innovative creation of new products. Readers will discover how creative production processes are dominated by digital data transmission which makes the connection between people, ideas and creative processes easy to achieve within collaborative and co-creative environments. Since we rely on our senses to understand our world, perhaps of more significance is that technologies through 3D printing are returning from the digital to the physical world. Written by an interdisciplinary group of researchers this thought provoking book will appeal to academics and students from a wide range of backgrounds working or interested in the technologies that are shaping our experiences of the future. The emergence of Positive Psychology has highlighted the importance of studying the good life and how to attain it. Positive life outcomes, such as well-being, thriving, flourishing, and happiness were discussed and investigated. Among them, different orientations to happiness were identified, such as a life of pleasure, life of meaning, and life of engagement. Other outcomes, such as
subjective and objective fulfillment in life or societal recognition have been less studied. Among the characteristics that facilitate positive outcomes, the VIA-classification of strength and virtues distinguishes 24 strengths with humor/playfulness being one of them. Only a small segment of humor entered the definition of humor as character strengths, namely the parts that contain some “goodness”. Humor as a character strength facilitates a lot of positive outcomes, such as positive emotions and positive relationships, and there is a “lightness” accompanying humor/playfulness. The field is broader though and transcends the definition of humor as used in positive psychology, in at least two ways. First, there is actually a family of overlapping but still distinct concepts with different research traditions. We include next to humor (and types of humor), also laughter, playfulness, and cheerfulness. We think that more research is needed on how they do overlap and what makes them distinct. Second, while positive psychology is interested in the goodness of we do want to stress that there is the need to study the non-virtuous parts as well. That is, laughter may not only be expressing amusement but scorn directed at people, humor may be benevolent but there is also sarcasm, and playfulness may elicit positive emotions but also risk-prone and immature types of behavior. Therefore, the aim of this Research Topic was to collect current perspectives on humor, playfulness, laughter, and cheerfulness in both adults and children, to study their full diversity but also interrelations and overlapping features, to introduce new instruments or ways for their assessment in future studies, and to study their causes and consequences in a variety of life domains. We encouraged studies on differences due to gender or nationality, the embodiment in different groups (e.g., class clowns, psychiatric patients), or whether or not they can be trained. We also welcomed contributions from adjacent disciplines (e.g., education, leisure studies, or
therapy/counseling) and different regions of the earth. The outcome is a set of 33 manuscripts from altogether 101 authors. Not all areas are covered and not all aims were met; while we made progress there is much left to do. In this sense, the merging of these topics may be the first milestone but like every milestone, it only marks the beginning of a long journey.

Why play is a productive, expressive way of being, a form of understanding, and a fundamental part of our well-being. What do we think about when we think about play? A pastime? Games? Childish activities? The opposite of work? Think again: If we are happy and well rested, we may approach even our daily tasks in a playful way, taking the attitude of play without the activity of play. So what, then, is play? In Play Matters, Miguel Sicart argues that to play is to be in the world; playing is a form of understanding what surrounds us and a way of engaging with others. Play goes beyond games; it is a mode of being human. We play games, but we also play with toys, on playgrounds, with technologies and design. Sicart proposes a theory of play that doesn't derive from a particular object or activity but is a portable tool for being—not tied to objects but brought by people to the complex interactions that form their daily lives. It is not separated from reality; it is part of it. It is pleasurable, but not necessarily fun. Play can be dangerous, addictive, and destructive. Along the way, Sicart considers playfulness, the capacity to use play outside the context of play; toys, the materialization of play—instruments but also play pals; playgrounds, play spaces that enable all kinds of play; beauty, the aesthetics of play through action; political play—from Maradona's goal against England in the 1986 World Cup to the hactivist activities of Anonymous; the political, aesthetic, and moral activity of game design; and why play and computers get along so well. Research-based techniques that show everyone how to expand creativity and increase productivity Harvard psychologist Shelley Carson's provocative book, published in partnership with
Harvard Health Publications, reveals why creativity isn't something only scientists, investors, artists, writers, and musicians enjoy; in fact, all of us use our creative brains every day at home, work and play. Each of us has the ability to increase our mental functioning and creativity by learning to move flexibly among several brain states. Explains seven brain states or "brainsets" and their functions as related to creativity, productivity, and innovation Provides quizzes, exercises, and self-tests to activate each of these seven brainsets to unlock our maximum creativity Your Creative Brain, called by critics a "new classic" in the field of creativity, offers inspiring suggestions that can be applied in both one's personal and professional life.

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