

Corso Pratico Di Arduino Modulo Intermedio

Crea il tuo prototipo di drone terrestre con Arduino! Dai nuova vita ai vecchi apparecchi elettronici e modificali secondo le tue esigenze! Realizza nuovi progetti a costo zero e rispettando l'ambiente! Continuerai a sfruttare la grande versatilità di Arduino UNO perfezionando il drone creato nel volume precedente. Potrai poi sviluppare qualsiasi progetto con Arduino lasciandoti guidare dalla tua fantasia. Questo ebook contiene il tutorial completo . Immagini dettagliate ed esplicative . Sketch accurati . Approfondimenti sui componenti hardware integrativi . Codice completo, commentato e funzionante . Test e controlli Conoscerai alcuni tra i principali sensori integrabili tramite Arduino nel drone realizzato. Saprai sfruttare le potenzialità del sensore ad ultrasuoni e del fotoresistore. Installerai un termistore, un sensore di temperatura e un sensore barometrico. Sarai guidato da immagini esplicative e sketch completi. Creerai la tua prima applicazione con App Inventor per interfacciare Arduino ai dispositivi Android e gestire via bluetooth il drone attraverso il tuo smartphone. In questo modulo avanzato imparerai a . Utilizzare i principali sensori per il monitoraggio ambientale . Integrare nel drone un sensore ad ultrasuoni, un fotoresistore, un termistore, un sensore di temperature e un sensore barometrico . Usare App Inventor . Creare una semplice app Android per gestire l'attività del drone Perché utilizzare Arduino . Perché è la scheda elettronica più diffusa e utilizzata al mondo, con una vastissima comunità di utenti . Perché è estremamente versatile e consente di sviluppare progetti completi senza complicate programmazioni o particolari configurazioni elettroniche . Perché permette spese ridotte ed è estremamente divertente Questo ebook è pensato per chi . Parte da zero e vuole realizzare in autonomia i propri progetti . Utilizza Arduino e cerca una guida completa ed esaustiva per una creazione originale . Vuole approfondire l'interfacciamento ad Arduino dei componenti disponibili sul mercato per aumentare prestazioni ed espandere le possibilità d'impiego Indice completo dell'ebook . Introduzione . Sensori . HC-SR04 . Fotoresistenza . Termistore . DHT11 Sensore di temperatura . BMP085 Barometric Pressure Sensor . App Inventor . Creiamo la nostra applicazione . Conclusione

The Maker's Manual is a practical and comprehensive guide to becoming a hero of the new industrial revolution. It features dozens of color images, techniques to transform your ideas into physical projects, and must-have skills like electronics prototyping, 3d printing, and programming. This book's clear, precise explanations will help you unleash your creativity, make successful projects, and work toward a sustainable maker business. Written by the founders of Frankenstein Garage, which has organized courses since 2011 to help makers to realize their creations, The Maker's Manual answers your questions about the Maker Movement that is revolutionizing the way we design and produce things.

A broadly accessible introduction to robotics that spans the most basic concepts and the most novel applications; for students, teachers, and hobbyists. The Robotics Primer offers a broadly accessible introduction to robotics for students at pre-university and university levels, robot hobbyists, and anyone interested in this burgeoning field. The text takes the reader from the most basic concepts (including perception and movement) to the most novel and sophisticated applications and topics (humanoids, shape-shifting robots, space robotics), with an emphasis on what it takes to create autonomous intelligent robot behavior. The core concepts of robotics are carried through from fundamental definitions to more complex explanations, all presented in an engaging, conversational style that will appeal to readers of different backgrounds. The Robotics Primer covers such topics as the definition of robotics, the history of robotics ("Where do Robots Come From?"), robot components, locomotion, manipulation, sensors, control, control architectures, representation, behavior ("Making Your Robot Behave"), navigation, group robotics, learning, and the future of robotics (and its ethical implications). To encourage further engagement, experimentation, and course and lesson design, The Robotics Primer is accompanied by a free robot programming exercise workbook that implements many of the ideas on the book on iRobot platforms. The Robotics Primer is unique as a principled, pedagogical treatment of the topic that is accessible to a broad audience; the only prerequisites are curiosity and attention. It can be used effectively in an educational setting or more informally for self-instruction. The Robotics Primer is a springboard for readers of all backgrounds—including students taking robotics as an elective outside the major, graduate students preparing to specialize in robotics, and K-12 teachers who bring robotics into their classrooms.

Make: Sensors is the definitive introduction and guide to the sometimes-tricky world of using sensors to monitor the physical world. With dozens of projects and experiments for you to build, this book shows you how to build sensor projects with both Arduino and Raspberry Pi. Use Arduino when you need a low-power, low-complexity brain for your sensor, and choose Raspberry Pi when you need to perform additional processing using the Linux operating system running on that device. You'll learn about touch sensors, light sensors, accelerometers, gyroscopes, magnetic sensors, as well as temperature, humidity, and gas sensors.

Reinforces early math skills by helping prospective kindergarteners become familiar with numbers up to 30, sharing step-by-step exercises and entertaining activities designed to promote kindergarten readiness. Reprint.

After the devastating tsunami in 2011, DYers in Japan built their own devices to detect radiation levels, then posted their finding on the Internet. Right now, thousands of people worldwide are tracking environmental conditions with monitoring devices they've built themselves. You can do it too! This inspiring guide shows you how to use Arduino to create gadgets for measuring noise, weather, electromagnetic interference (EMI), water purity, and more. You'll also learn how to collect and share your own data, and you can experiment by creating your own variations of the gadgets covered in the book. If you're new to DIY electronics, the first chapter offers a primer on electronic circuits and Arduino programming. Use a special microphone and amplifier to build a reliable noise monitor Create a gadget to detect energy vampires: devices that use electricity when they're "off" Examine water purity with a water conductivity device Measure weather basics such as temperature, humidity, and dew point Build your own Geiger counter to gauge background radiation Extend Arduino with an Ethernet shield—and put your data on the Internet Share your weather and radiation data online through Pachube Makers around the globe are building low-cost devices to monitor the environment, and with this hands-on guide, so can you. Through succinct tutorials, illustrations, and clear step-by-step instructions, you'll learn how to create gadgets for examining the quality of our atmosphere, using Arduino and several inexpensive sensors. Detect harmful gases, dust particles such as smoke and smog, and upper atmospheric haze—substances and conditions that are often invisible to your senses. You'll also discover how to use the scientific method to help you learn even more from your atmospheric tests. Get up to speed on Arduino with a quick electronics primer Build a tropospheric gas sensor to detect carbon monoxide, LPG, butane, methane, benzene, and many other gases Create an LED Photometer to measure how much of the sun's blue, green, and red light waves are penetrating the atmosphere Build an LED sensitivity detector—and discover which light wavelengths each LED in your Photometer is receptive to Learn how measuring light wavelengths lets you determine the amount of water vapor, ozone, and other substances in the atmosphere Upload your data to Cosm and share it with others via the Internet "The future will rely on citizen scientists collecting and analyzing their own data. The easy and fun gadgets in this book show everyone from Arduino beginners to experienced Makers how best to do that." --Chris Anderson, Editor in Chief of Wired magazine, author of Makers: The New Industrial Revolution (Crown Business)

This book is both a high-level popularization and a critical appraisal of the methods scientists use to investigate the physical world.

Arduino è una piccola scheda elettronica open source dotata di un microcontrollore, usata nei prototipi hobbistici e didattici. Con Arduino si possono realizzare in modo rapido piccoli progetti come comandare luci, regolare la velocità dei motori, leggere sensori, comandare attuatori e comunicare con altri dispositivi. Arduino è composto da due parti, una parte hardware basata sui collegamenti tra i vari componenti elettrici e una parte software utilizzata per la programmazione della scheda. In questo primo ebook sono contenuti 15 progetti completi da realizzare con Arduino. L'autore ti guida con chiarezza ed esaustività nell'utilizzo di Arduino per far lampeggiare LED, gestire un servomotore, generare una melodia, usare un sensore di temperatura e molto altro. A corredo dei tutorial trovi gli schemi esplicativi e gli sketch con il codice necessario per il corretto funzionamento della scheda (questi ultimi sono disponibili anche in download).

This book introduces a new approach to embedded development, grounded in modern, industry-standard JavaScript. Using the same language that powers web browsers and Node.js, the Moddable SDK empowers IoT developers to apply many of the same tools and techniques used to build sophisticated websites and mobile apps. The Moddable SDK enables you to unlock the full potential of inexpensive microcontrollers like the ESP32 and ESP8266. Coding for these microcontrollers in C or C++ with the ESP-IDF and Arduino SDKs works for building basic products but doesn't scale to handle the increasingly complex IoT products that customers expect. The Moddable SDK adds the lightweight XS JavaScript engine to those traditional environments, accelerating development with JavaScript while keeping the performance benefits of a native SDK. Building user interfaces and communicating over the network are two areas where JavaScript really shines. IoT Development for ESP32 and ESP8266 with JavaScript shows you how to build responsive touch screen user interfaces using the Piu framework. You'll learn how easy it is to securely send and receive JSON data over Wi-Fi with elegant JavaScript APIs for common IoT protocols, including HTTP/HTTPS, WebSocket, MQTT, and mDNS. You'll also learn how to integrate common sensors and actuators, Bluetooth Low Energy (BLE), file systems, and more into your projects, and you'll see firsthand how JavaScript makes it easier to combine these diverse technologies. If you're an embedded C or C++ developer who has never worked in JavaScript, don't worry. This book includes an introduction to the JavaScript language just for embedded developers experienced with C or C++. What You'll Learn Building, installing, and debugging JavaScript projects on the ESP32 and ESP8266 Using modern JavaScript for all aspects of embedded development with the Moddable SDK Developing IoT products with animated user interfaces, touch input, networking, BLE, sensors, actuators, and more Who This Book Is For Professional embedded developers who want the speed, flexibility, and power of web development in their embedded software work Makers who want a faster, easier way to build their hobby projects Web developers working in JavaScript who want to extend their skills to hardware products

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Create your own STM32 programs with ease! Get up and running programming the STM32 line of microcontrollers from STMicroelectronics using the hands-on information contained in this easy-to-follow guide. Written by an experienced electronics hobbyist and author, Programming with STM32: Getting Started with the Nucleo Board and C/C++ features start-to-finish projects that clearly demonstrate each technique. Discover how to set up a stable development toolchain, write custom programs, download your programs to the development board, and execute them. You will even learn how to work with external servos and LED displays! •Explore the features of STM32 microcontrollers from STMicroelectronics•Configure your Nucleo-64 Microcontroller development board•Establish a toolchain and start developing interesting applications •Add specialized code and create cool custom functions•Automatically generate C code using the STM32CubeMX application•Work with the ARM Cortex Microcontroller Software Interface Standard and the STM hardware abstraction layer (HAL).•Control servos, LEDs, and other hardware using PWM•Transfer data to and from peripheral devices using DMA•Generate waveforms and pulses through your microcontroller's DAC

Six full practice tests plus easy-to-follow expert guidance and exam tips designed to guarantee exam success. As well as six full practice tests, First Certificate Trainer offers easy-to-follow expert guidance and exam tips designed to guarantee exam success. The first two tests are fully guided with step-by-step advice on how to tackle each paper. Extra practice activities, informed by the Cambridge Learner Corpus, a bank of real candidates' exam papers, focus on areas where students typically need most help. These Audio CDs feature the listening activities from the tests and are available separately or with the 'with answers' edition.

"How much do you need to know about electronics to create something interesting, or creatively modify something that already exists? If you're in a technical field such as software development, and don't have much experience with electronics components, this hands-on reference helps you find answers to technical questions quickly. Filling the gap between a beginner's primer and a formal textbook, Practical Electronics: Components and Techniques explores aspects of electronic components and techniques that you would typically learn on the job and from years of experience. Even if you've worked with electronics, or have a background in electronics theory, you're bound to find important information that you may not have encountered before. Among the book's many topics, you'll discover how to: Read the data sheet for an electronic component ; Use a variety of tools involved with electronics work ; Assemble various types of connectors ; Minimize noise and interference on a signal interface circuit. Explore topics not usually covered in theoretical books, and go deeper into practical aspects than a step-by-step, project-oriented approach, with Practical Electronics: Components and Techniques." --

This book gives an introduction to the programming language Structured Text (ST) which is used in Programmable Logic Controllers (PLC). The book can be used for all types of PLC brands including Siemens Structured Control Language (SCL) and Programmable Automation Controllers (PAC). This 3rd edition has been updated and expanded with many of the suggestions and questions that readers and students have come up with, including the desire for many more illustrations and program examples. CONTENTS: -

Background, benefits and challenges of ST programming - Syntax, data types, best practice and basic ST programming - IF-THEN-ELSE, CASE, FOR, CTU, TON, STRUCT, ENUM, ARRAY, STRING - Guide for best practice naming, troubleshooting, test and program structure - Sequencer and code split-up into functions and function blocks - FIFO, RND, sorting, scaling, toggle, simulation signals and digital filter - Tank controls, conveyor belts, adaptive pump algorithm and robot control - PLC program structure for pumping stations, 3D car park and car wash - Examples: From Ladder Diagram to ST programming The book contains more than 150 PLC code examples with a focus on learning how to write robust, readable, and structured code. The book systematically describes basic programming, including advice and practical examples based on the author's extensive industrial experience. The author is Bachelor of Science in Electrical Engineering (B.Sc.E.E.) and has 25 years' experience in specification, development, programming and supplying complex control solutions and supervision systems. The author is Assistant Professor and teaches PLC programming at Dania Academy, a higher education institution in Randers, Denmark.

Presents a guide for beginners on the fundamentals of computer programming using the Python language.

Rather than yet another project-based workbook, *Arduino: A Technical Reference* is a reference and handbook that thoroughly describes the electrical and performance aspects of an Arduino board and its software. This book brings together in one place all the information you need to get something done with Arduino. It will save you from endless web searches and digging through translations of datasheets or notes in project-based texts to find the information that corresponds to your own particular setup and question. Reference features include pinout diagrams, a discussion of the AVR microcontrollers used with Arduino boards, a look under the hood at the firmware and run-time libraries that make the Arduino unique, and extensive coverage of the various shields and add-on sensors that can be used with an Arduino. One chapter is devoted to creating a new shield from scratch. The book wraps up with detailed descriptions of three different projects: a programmable signal generator, a "smart" thermostat, and a programmable launch sequencer for model rockets. Each project highlights one or more topics that can be applied to other applications.

From Andrew Dice Clay, the "Undisputed Heavyweight Comedy King," comes the unapologetic and uncensored autobiography fans have been waiting for. Andrew Dice Clay's raw and uncensored stand-up comedy has shocked and entertained audiences for decades and continues to do so to this day. When he released his debut album, *Dice*, in 1989, the parental advisory label simply read "Warning: This album is offensive." His material stretched the boundaries of decency and good taste to their breaking point, and in turn he became the biggest stand-up comic in the world. But Dice's meteoric rise and spectacular fame brought on a furious backlash from the media and critics. By the mid-nineties, though still playing to packed audiences, the turmoil in his personal life, plus attacks from every activist group imaginable, led him to make the decision to step out of the spotlight and put the focus on raising his boys. The *Diceman* was knocked down, but not out. Taking inspiration from what Frank Sinatra once told him—"You work for your fans, not the media. The media gets their tickets for free"—Dice has bounced back with critically acclaimed roles and is once again playing to sold-out audiences. Filled with no-holds-barred humor and honesty, *The Filthy Truth* sets the record straight and gives fans plenty of never-before-shared stories from his career and his friendships with Howard Stern, Sam Kinison, Mickey Rourke, Sylvester Stallone, Axl Rose, and countless others.

The quick, easy way to leap into the fascinating world of physical computing This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety of circuits that can sense or control things in the real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. ? Learn by doing ? start building circuits and programming your Arduino with a few easy to follow examples - right away! ? Easy does it ? work through Arduino sketches line by line in plain English, to learn of how they work and how to write your own ? Solder on! ? Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to make your Arduino into anything from a mobile phone to a geiger counter! ? Become an Arduino savant ? learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. ? Get social ? teach your Arduino to communicate with software running on a computer to link the physical world with the virtual world It's hardware, it's software, it's fun! Start building the next cool gizmo with Arduino and *Arduino For Dummies*.

Crea il tuo prototipo di drone terrestre con Arduino! Dai nuova vita ai vecchi apparecchi elettronici e modificali secondo le tue esigenze! Realizza nuovi progetti a costo zero e rispettando l'ambiente! Sfrutterai la grande versatilità di Arduino UNO e modificherai un vecchio modellino di automobile radiocomandata per creare un drone terrestre utilizzabile per operazioni di monitoraggio ambientale o come piattaforma di apprendimento e sperimentazione. Questo ebook contiene il tutorial completo . Immagini dettagliate ed esplicative . Sketch accurati . Approfondimenti sui componenti hardware integrativi . Codice completo, commentato e funzionante . Test e controlli Partendo da un'analisi accurata dei due componenti integrativi che impiegherai con Arduino UNO, sarai guidato passo passo nella realizzazione del progetto del prototipo di drone. Attraverso alcuni esempi concreti, imparerai a utilizzare i moduli per la gestione del motore e per il controllo del drone tramite bluetooth, direttamente da smartphone. La spiegazione è corredata da sketch dettagliati e da codice commentato con accuratezza. Definita la fase progettuale, passerai a realizzare concretamente il prototipo intervenendo direttamente sul vecchio modellino radiocomandato. Una scrupolosa fase di test ti porterà poi a verificare il corretto funzionamento del drone terrestre. In questo modulo intermedio imparerai a . Interfacciare nuovi componenti ad Arduino per la gestione di un piccolo motore e il controllo del prototipo tramite bluetooth . Utilizzare un codice articolato e specifico per un progetto originale . Cablare e testare un prototipo . Creare una piattaforma di apprendimento che stimoli la tua creatività con Arduino Perché utilizzare Arduino . Perché è la scheda elettronica più diffusa e utilizzata al mondo, con una vastissima comunità di utenti . Perché è estremamente versatile e consente di sviluppare progetti completi senza complicate programmazioni o particolari configurazioni elettroniche . Perché permette spese ridotte ed è estremamente divertente Questo ebook è pensato per chi . Parte da zero e vuole realizzare in autonomia i propri progetti . Utilizza Arduino e cerca una guida completa ed esaustiva per una creazione originale . Vuole

approfondire l'interfacciamento ad Arduino dei componenti disponibili sul mercato per aumentare prestazioni ed espandere le possibilità d'impiego Contenuti dell'ebook in sintesi . Tutorial semplice e chiaro . Immagini dettagliate ed esplicative . Sketch completi . Approfondimenti sui componenti hardware integrativi . Codice completo, commentato e funzionante . Consigli su test e controlli

This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

"A Genealogy of Modern Architecture" is a reference work on modern architecture by Kenneth Frampton, one of today's leading architectural theorists. Conceived as a genealogy of twentieth century architecture from 1924 to 2000, it compiles some sixteen comparative analyses of canonical modern buildings ranging from exhibition pavilions and private houses to office buildings and various kinds of public institutions. The buildings are compared in terms of their hierarchical spatial order, circulation structure and referential details. The analyses are organized so as to show what is similar and different between two paired types, thus revealing how modern tradition has been diversely inflected. Richly illustrated, "A Genealogy of Modern Architecture" is a new standard work in architectural education.

Details the problem-based learning process, explores the teacher's role, and provides background information, lessons, problems, a chart for organizing student research, and information about assessment.

This textbook provides a focus on each major topic in psychobiology from five perspectives: the description; the evolution and the development of behaviour; the biological mechanisms; and the applications of biological psychology to human problems.

This book teaches and demonstrates the basics of the Siemens S7-1200 family of programmable logic controllers. Information is provided to help the reader get and operate an inexpensive CPU 1212C programmable logic controller, associated hardware, and STEP 7 Basic software. Examples with circuit diagrams are provided to demonstrate CPU 1212C ladder logic program capabilities. Information is also provided to relate the CPU 1212C to other programmable logic controllers. The person completing the examples will be able to write useful ladder logic programs for the entire S7-1200 family of programmable logic controllers.

Building Wireless Sensor Networks: Application to Routing and Data Diffusion discusses challenges involved in securing routing in wireless sensor networks with new hybrid topologies. An analysis of the security of real time data diffusion—a protocol for routing in wireless sensor networks—is provided, along with various possible attacks and possible countermeasures. Different applications are introduced, and new topologies are developed. Topics include audio video bridging (AVB) switched Ethernet, which uses the representation of a network of wireless sensors by a grayscale image to construct routing protocols, thereby minimizing energy consumption and data sharing in vehicular ad-hoc networks. Existing wireless networks aim to provide communication services between vehicles by enabling the vehicular networks to support wide range applications. New topologies are proposed first, based on the graphiton models, then the wireless sensor networks (WSN) based on the IEEE 802.15.4 standard (ZigBee sensors, and finally the Pancake graphs as an alternative to the Hypercube for interconnecting processors in parallel computer networks. Presents an analysis and protocol for routing in wireless sensor networks Presents ways to prevent attacks against this protocol Introduces different applications Develops new topologies

Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies

Extensively revised from a successful first edition, this book features a wealth of clear illustrations, numerous worked examples, and many problem sets. It provides the quantitative perspective missing from more descriptive texts, without requiring an advanced background in mathematics, and as such will be welcomed for use in courses such as biomechanics and orthopedics, rehabilitation and industrial engineering, and occupational or sports medicine.

Create your own LoRa wireless projects for non-industrial use and gain a strong basic understanding of the LoRa technology, LoRa WAN, and LPWAN. You'll start by building your first LoRa wireless channel and then move on to various interesting projects such as setting up networks with a LoRa gateway, communicating with IoT servers using RESTful API and MQTT protocol, and real-time GPS tracking. With LoRa wireless and LoRaWAN, you can build a wide array of applications in the area of smart agriculture, smart cities, smart environment, smart healthcare, smart homes and buildings, smart industrial control, smart metering, smart supply chain and logistics. Beginning LoRa Radio Networks with Arduino provides a practical introduction and uses affordable and easy to obtain hardware to build projects with the Arduino development environment. What You'll Learn Understand the hardware need to build LoRaWAN Use the Arduino

development environment to write code Connect to Arduino hardware and upload programs and communicate with them Setup networks with LoRa gateway Show real time track with tail, and path history Who This Book Is For Inventors, hackers, crafters, students, hobbyists, and scientists

Global processes are transforming educational policy around the world in complex ways, with different implications for different local arenas. Over the last two decades, a global neoliberal policy paradigm has emerged, placing the teacher at its centre. Two well-known examples are the OECD report on education and training policy, 'Teachers Matter', and the McKinsey & Company report entitled 'How the World's Best-Performing School Systems Come Out on Top'. It now seems more important than ever to highlight some alternatives that might contribute to a broader understanding of the meaning of being a teacher. In a time of standardised performance and accountability, this special issue raises critical questions about the space for teachers' agency and teachers as curriculum agents. The different articles from some of our most distinguished researchers in the field provide essential perspectives on the question of where, when and how teachers matter. Our interest is not primarily to understand the scope of teachers' agency but rather to understand what becomes important for teachers in their everyday activities, such as teaching students, handling educational norms and rules, working in a local as well as a global society etc. A common theme throughout the articles is that teachers matter in spaces where they can act as moral subjects in their profession in the present, drawing on collective and individual experiences of the past whilst imagining a desired future. This book was originally published as a special issue of the Journal of Curriculum Studies.

Chronicles the life of the computer programmer, known for the launch of the operating system GNU Project, from his childhood as a gifted student to his crusade for free software.

This book will offer ideas on how robots can be used as teachers' assistants to scaffold learning outcomes, where the robot is a learning agent in self-directed learning who can contribute to the development of key competences for today's world through targeted learning - such as engineering thinking, math, physics, computational thinking, etc. starting from pre-school and continuing to a higher education level. Robotization is speeding up at the moment in a variety of dimensions, both through the automation of work, by performing intellectual duties, and by providing support for people in everyday situations. There is increasing political attention, especially in Europe, on educational systems not being able to keep up with such emerging technologies, and efforts to rectify this. This edited volume responds to this attention, and seeks to explore which pedagogical and educational concepts should be included in the learning process so that the use of robots is meaningful from the point of view of knowledge construction, and so that it is safe from the technological and cybersecurity perspective.

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