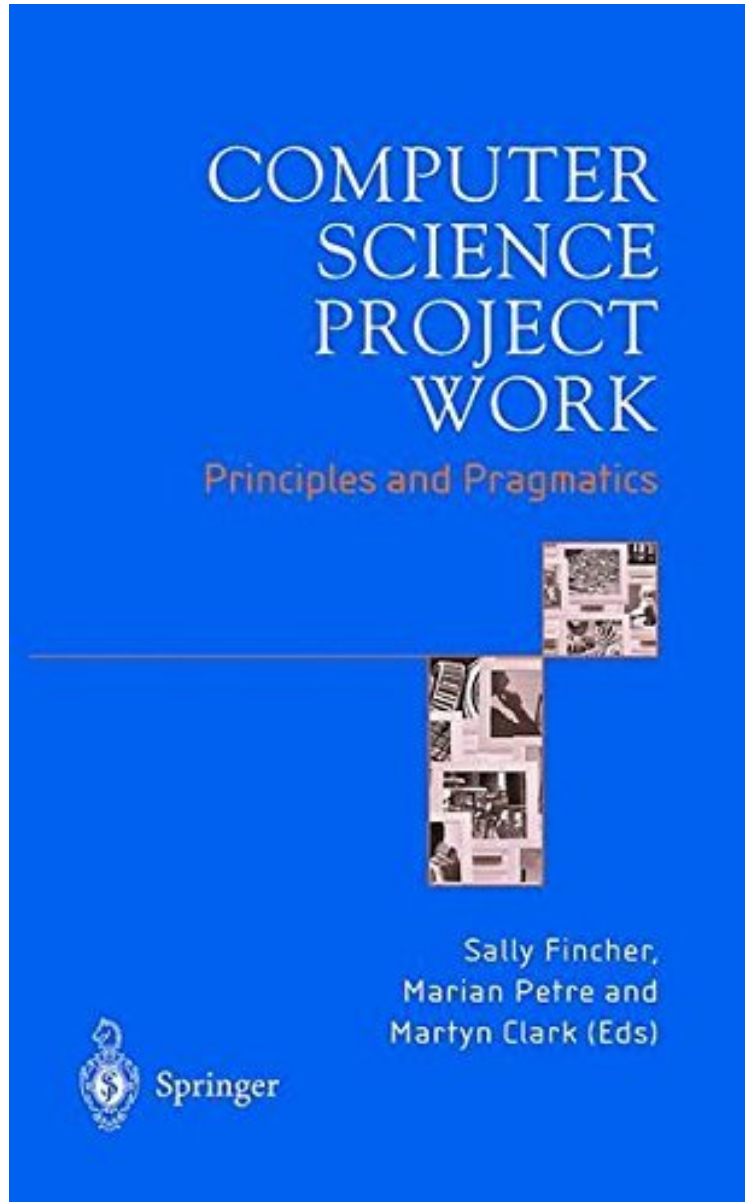


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# Computer Science Project Work: Principles and Pragmatics

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**From Springer :** **Computer Science Project Work: Principles and Pragmatics** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Computer Science Project Work: Principles and Pragmatics:

1 of 1 people found the following review helpful. If you teach computer science, get this book By Susan Fowler "Computer Science Project Work: Principles and Pragmatics" has the three hallmarks of a classic: it is passionate, well-researched, and well-written. It is passionate about educating new software developers, designers, and

analysts wisely and humanely. It is full of real information--the authors collected data on hundreds of real group projects and pedagogical best practices. It is written without ostentation or obfuscation--it is as clear as water. I wish I'd had this book from the beginning of my teaching career.

Ninety percent of any Computing Science academic staff are involved with project work at some stage of their working life. Often they have no previous experience of how to handle it, and there are no written guidelines or reference books at the moment. Knowledge and practical experiences are often only disseminated from one institution to another when staff change jobs. This book is the first reference work to fill that gap in the market. It will be of use to lecturers and course designers who want to improve their handling of project work in specific courses, and to department heads and deans who want to learn about overall strategic issues and experiences from other institutions.

Computer Science Project Work: Principles and Pragmatics has been favourably reviewed in the August 2001 edition of "Computing s".