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MIT Press Ltd, United States, 2009. Hardback. Condition: New. Language: English . Brand New Book. How the influential industry that produced such popular games as Oregon Trail and KidPix emerged from experimental efforts to use computers as tools in child-centered learning. Today, computers are part of kids everyday lives, used both for play and for learning. We envy children's natural affinity for computers, the ease with which they click in and out of digital worlds. Thirty years ago, however,...

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- Authored by Mizuko Ito
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