

## Sprego solutions in science and arts Sprego megoldások a tudományokért

Források:

Bell, T. és Newton, H. (2013) Unplugging Computer Science. In Improving Computer Science Education. Routledge.

Csernoch, M. (2014) Programozás táblázatkezelő függvényekkel – Sprego. Műszaki Könyvkiadó, Budapest.

Csernoch, M. és Dani, E. (2017) Data-structure validator: an application of the HY-DE model. CogInfoCom 2017. IEEE Computer Society, 2017. pp. 197-202. (ISBN:978-1-5386-1264-4)

Dani, E. (2016) The HY-DE Model: An Interdisciplinary Attempt to Deal with the Phenomenon of Hyperattention, Journal of Systemics, Cybernetics and Informatics 13:(6) pp. 8-14.

Galambos, P. Barna, R. és Baranyi, P. Z. (2010) Introduction of Virtual Collaboration Arena (VirCA), The 7th International Conference on Ubiquitous Robots and Ambient Intelligence, Busan, 2010, pp. 575-576.

Galambos, P., Fülöp, I. M. és Baranyi, P. Z. (2011) Virtual collaboration arena, platform for research, development and education, Acta Technica Jaurinensis, 2011, vol. 4(1), pp. 145-155.

Kahneman, D. (2011) Thinking, Fast and Slow. New York: Farrar, Straus; Giroux.

Kirschner, P. A. és De Bruyckere, P. (2017) The myths of the digital native and the multitasker. Teaching and Teacher Education. 67 (2017), 135–142.

Lister, R. (2016) Toward a Developmental Epistemology of Computer Programming, 11th Workshop in Primary and Secondary Computing Education. <http://www-staff.it.uts.edu.au/~raymond/talks/wipsce2016.pptx>. Letöltés dátuma: 2018.05.14.

Merriënboer, J.J.G. van és Sweller, J. (2005) Cognitive Load Theory and Complex Learning: Recent Developments and Future Directions. Educational Psychology Review, 17(2), 147–177.

Panko, R. R. (2008) What We Know About Spreadsheet Errors. Journal of End User Computing's. Special issue on Scaling Up End User Development. (10) 2, 15–21.

Pólya, G. (1954) How To Solve It. A New Aspect of Mathematical Method. Princeton University Press, Princeton, New Jersey.

Prensky, M. (2001) Digital Natives, Digital Immigrants. On the Horizon (MCB University Press

Skemp, R. (1971) The Psychology of Learning Mathematics. Lawrence Erlbaum Associates, New Jersey, USA.

Scirra (2018) Welcome to the Construct 3 Manual. <https://www.construct.net/hu/make-games/manuals/construct-3>. Letöltés dátuma: 2018.05.14.

Soloway, E. (1993) Should we teach students to program? *Communications of the ACM*, October 1993/36 (10), 21–24.

Unity (2018) Learn Unity. <https://unity3d.com/learn>. Letöltés dátuma: 2018.05.14.

Wing, J. M. (2006) Computational thinking. *Communications of the ACM*, 49(3), 33–36.