Interactive Multimedia Learning Using Social Media For Peer Education In Single Player Educational Games Springer Theses

Handbook of Research on Distributed Medical Informatics and E-HealthECGBL2014-8th European Conference on Games Based LearningInteractive Multimedia LearningDevelopment of an Interactive Game Employing Social Learning Skills Based on the Needs of Special Children of DSWD Amor VillageVirtual Community Practices and Social Interactive Media: Technology Lifecycle and Workflow AnalysisIntelligent Interactive Multimedia Systems and ServicesEnglish Language Learning and TechnologyOpen Learning and Teaching in Educational CommunitiesManaging Cognitive Load in Adaptive Multimedia LearningHandbook of Distance Learning for Real-Time and Asynchronous Information Technology EducationSocial MediaSolutions and Innovations in Web-Based Technologies for Augmented Learning: Improved Platforms, Tools, and ApplicationsInteractive Multimedia LearningPowerful Environments for Promoting Deep Conceptual and Strategic LearningOnline Education Using Learning ObjectsBreakthrough Teaching and LearningEncyclopedia of Distance Learning, Second EditionIntelligent Interactive Multimedia: Systems and ServicesInteractive Technologies and the Social StudiesDesign for Multimedia LearningHandbook of Research on Instructional Systems and TechnologyCognitive Effects of Multimedia

LearningSocial Media in Higher EducationECSM2015-Proceedings of the 2nd European Conference on Social Media 2015Technological and Social Environments for Interactive LearningInteractive Multimedia Learning EnvironmentsClassroom Interactions and Social LearningSocial Information Technology: Connecting Society and Cultural IssuesInteractive Media Use and Youth: Learning, Knowledge Exchange and BehaviorUnderstanding Online Instructional Modeling: Theories and PracticesLearning and the E-GenerationEntertainment Computing and Serious GamesTeaching in Social WorkEthical Practices and Implications in Distance LearningThe Era of Interactive MediaThe Handbook of the Psychology of Communication TechnologySerious GamesEducational Stages and Interactive Learning: From Kindergarten to Workplace TrainingInteractive Multimedia in Education and TrainingTeaching Arts and Science with the New Social Media

Handbook of Research on Distributed Medical Informatics and E-Health

"This book provides ethical insight into the world of e-learning through case studies that elucidate the issues through real-world examples"--Provided by publisher.

ECGBL2014-8th European Conference on Games Based

Learning

"This book provides a source for definitions, antecedents, and consequences of social informatics and the cultural aspect of technology. It addresses cultural/societal issues in social informatics technology and society, the Digital Divide, government and technology law, information security and privacy, cyber ethics, technology ethics, and the future of social informatics and technology"--Provided by publisher.

Interactive Multimedia Learning

"This book provides information on different styles of instructional design methodologies, tips, and strategies on how to use technology to facilitate active learning and techniques to help faculty and researchers develop online instructional and teaching materials. It enables libraries to provide a foundational reference for researchers, educators, administrators, and others in the context of instructional systems and technology"--Provided by publisher.

Development of an Interactive Game Employing Social Learning Skills Based on the Needs of Special Children of DSWD Amor Village

Covers a range of approaches to applying social media in teaching arts and science courses. This title covers collaborative social media in writing courses, the use of wikis as a platform for co-creation of digital content, and powerful data sharing.

Virtual Community Practices and Social Interactive Media: Technology Lifecycle and Workflow Analysis

The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015.

Intelligent Interactive Multimedia Systems and Services

"This book looks at solutions that provide the best fits of distance learning technologies for the teacher and learner presented by sharing teacher experiences in information technology education"--Provided by publisher.

English Language Learning and Technology

Higher education is currently undergoing significant changes, and conditions in higher education reflect changing financial, social, and political conditions, which affect both faculty and students. Both the rising costs of education and changes from brick-and-mortar to technologically-driven programs often lead to a change from the traditional space-and-time bound institution to ones that offer cost-effective technologically enhanced programs. Online learning has become an integral and expansive factor in higher education?both in distance learning and as an adjunct to the traditional classroom. Understanding Online Instructional Modeling: Theories and Practices focuses on both theoretical and practical aspects of online learning by introducing a variety of online instructional models as well as best practices that help educators and professional trainers to better understand the dynamics of online learning.

Open Learning and Teaching in Educational Communities

Over the past years a substantial amount of research has been undertaken relating to the development of powerful learning environments for the acquisition in students of worthwhile educational objectives focussing on conceptual understanding, higher-order cognitive and metacognitive skills, and self-regulated learning. This research has been mainly undertaken from three distinct, but related perspectives in the study of learning and instruction, namely instructional psychology, instructional technology, and instructional design. Against this

background a research community involving 14 European research teams has recently been initiated with the aim of interactively contributing to the advancement of theory and methodology relating to the design, implementation, and evaluation of powerful learning environments.This volume, based on the plenary lectures and working sessions during the community's third workshop, constitutes a collective output of this research community, focussing on the identification and analysis of major components and dimensions of powerful learning environments aimed at the promotion of deep conceptual and strategic learning in major domains of school curricula, like mathematics, physics, history, and social sciences.In Part I of the volume three chapters present general perspectives on the central theme of the third workshop. In Part II six studies are reported wherein novel learning environments for elementary and secondary mathematics education have been designed, implemented and evaluated. In Part III of the volume another set of five investigations is presented relating to the design, implementation and evaluation of powerful learning environments in other subject-matter domains (physics, history, social sciences) and in teacher training.

Managing Cognitive Load in Adaptive Multimedia Learning

"This book identifies the role and function of multimedia in learning through a collection of research studies focusing on cognitive functionality"--Provided by publisher.

Handbook of Distance Learning for Real-Time and Asynchronous Information Technology Education

Provides a comprehensive guide to and analysis of the expanding role of technology in the social studies curriculum and classroom.

Social Media

This volume contains the Proceedings of the 5th International Conference on Intelligent Interactive Multimedia Systems and Services (KES-IIMSS-12). The Conference was jointly organised by Nagoya University in Japan and the KES International organisation, and held in the attractive city of Gifu. The KES-IIMSS conference series, (series chairs Prof. Maria Virvou and Prof. George Tsihrintzis), presents novel research in various areas of intelligent multimedia system relevant to the development of a new generation of interactive, user-centric devices and systems. The aim of the conference is to provide an internationally respected forum for scientific research in the technologies and applications of this new and dynamic research area.

Solutions and Innovations in Web-Based Technologies for Augmented Learning: Improved Platforms, Tools, and

Applications

Multimedia environments suggest to us a new perception of the state of changes in and the integration of new technologies that can increase our ability to process information. Moreover, they are obliging us to change our idea of knowledge. These changes are reflected in the obvious synergetic convergence of different types of access, communication and information exchange. The multimedia learning environment should not represent a passive object that only contains or assembles information but should become, on one side, the communication medium of the pedagogical intentions of the professor/designer and, on the other side, the place where the learner reflects and where he or she can play with, test and access information and try to interpret it, manipulate it and build new knowledge. The situation created by such a new learning environments that give new powers to individuals, particularly with regard to accessing and handling diversified dimensions of information, is becoming increasingly prevalent in the field of education. The old static equilibrium, in which fixed roles are played by the teacher (including the teaching environment) and the learner, is shifting to dynamic eqUilibrium where the nature of information and its processing change, depending on the situation, the learning context and the individual's needs.

Interactive Multimedia Learning

The Handbook of the Psychology of Communication Technology offers an unparalleled source for seminal and cutting-edge research on the psychological aspects of communicating with and via emergent media technologies, with leading scholars providing insights that advance our knowledge on human-technology interactions. • A uniquely focused review of extensive research on technology and digital media from a psychological perspective • Authoritative chapters by leading scholars studying psychological aspects of communication technologies • Covers all forms of media from Smartphones to Robotics, from Social Media to Virtual Reality • Explores the psychology behind our use and abuse of modern communication technologies • New theories and empirical findings about ways in which our lives are transformed by digital media

Powerful Environments for Promoting Deep Conceptual and Strategic Learning

Bachelor Thesis from the year 2020 in the subject Communications - Multimedia, Internet, New Technologies, grade: 85.0, , course: B.S. Multimedia Arts and Sciences, language: English, abstract: This study aimed to explore the prospect of utilizing multimedia learning platform as a tool to mitigate learning disabilities of children with disabilities in the Accelerating Minor's Opportunity for Recovery (AMOR) Village in Anao, Tarlac. For this research, children with Autism with mental

ages of 7 years old were the sample population, in which interactive learning games via android devices were implemented parallel to their original special education curriculum. The specially developed system integrated the Makaton Technique, a popular manual learning method that utilizes pictures and words to help children develop communication and social skills. A pre-test was first done to gather valuable information about the children inside the institution, and to assess the skills that teachers may have wanted for the game to target. The gathered data revealed that many of the employees of the DSWD Amor Village were open to integrating learning in multimedia platform and has commented that social skills and communication skills were among the skills the children need help on. After gathering these data, the game was designed using Adobe Flash, adapting the Makaton and the suggestions of the social workers. In the implementation of the 2-week program, a qualitative data analysis showed that listening skills and social interaction skills were continually progressing for the PWAs. A staggering jump from 1 being not skilled to 3 being averagely skilled were prominent in the gathered data. In terms of overall communication skills, the response was quite stagnant. This showed that there are gaps to be filled in the developed interactive game. Nonetheless this approach has made it possible for this sector to understand the value of technology, specifically multimedia arts, and how it can affect growth and development and cater to these group of people.

Online Education Using Learning Objects

Interactive Media is a new research field and a landmark in multimedia development. The Era of Interactive Media is an edited volume contributed from world experts working in academia, research institutions and industry. The Era of Interactive Media focuses mainly on Interactive Media and its various applications. This book also covers multimedia analysis and retrieval; multimedia security rights and management; multimedia compression and optimization; multimedia communication and networking; and multimedia systems and applications. The Era of Interactive Media is designed for a professional audience composed of practitioners and researchers working in the field of multimedia. Advanced-level students in computer science and electrical engineering will also find this book useful as a secondary text or reference.

Breakthrough Teaching and Learning

This text emerges out of the need to share information and knowledge on the research and practices of using multimedia in various educational settings. It discusses issues relating to planning, designing and development of interactive multimedia, offering research data.

Encyclopedia of Distance Learning, Second Edition

Social Media: Usage and Impact, edited by Hana S. Noor Al-Deen and John Allen Hendricks, provides a comprehensive and scholarly analysis of social media while combining both the implementation and the effect of social media in various environments, including educational settings, strategic communication (which is often considered to be a merging of advertising and public relations), politics, and legal and ethical issues. All chapters constitute original research while using various research methodologies for analyzing and presenting significant information about social media.

Intelligent Interactive Multimedia: Systems and Services

"This book covers a wide range of the most current research in the development of innovative web-based learning solutions, specifically facilitating and augmenting learning in diverse contemporary organizational settings"--Provided by publisher.

Interactive Technologies and the Social Studies

The adoption of ICT for personal and business use has encouraged the growth of interactive learning as well as its application in a number of education and training scenarios. Designing effective syllabi for interactive learning projects helps to ensure that desired leaning outcomes are achieved without incurring a significant

loss of time or money. Educational Stages and Interactive Learning: From Kindergarten to Workplace Training provides a record of current research and practical applications in interactive learning. This book reviews all aspects of interactive learning, investigates the history, status, and future trends of interactive learning, introduces emerging technologies for interactive learning, and analyzes interactive learning cases in various educational stages and learning situations. Readers interested in the technologies and pedagogical applications of interactive learning will find this book a comprehensive reference for the understanding of notions, theories, techniques, and methods related to the research and development of interactive learning.

Design for Multimedia Learning

Learning and the E-Generation examines the impact of new and emerging digital technologies—from computers and tablets to social media and video games—on learners in formal and informal settings. Assesses the psychological factors at play, including social, cognitive, and behavioral characteristics that are influenced by exposure to technology Addresses the risks and benefits of 21st century digital technology on children and young adults Written by two experts in the field who draw on the latest research and practice from psychology, neuroscience, and education Discusses the potential of technology to make the learning process more authentic and engaging, as well as the obstacles which can prevent this from

happening effectively

Handbook of Research on Instructional Systems and Technology

Complete proceedings of the 2nd European Conference on Social Media Porto Portugal Published by Academic Conferences and Publishing International Limited

Cognitive Effects of Multimedia Learning

"This book provides a comprehensive collection of knowledge on interactive media based on different perspectives on quantitative and descriptive studies, what goes on in the contemporary media landscape, and pedagogical research on formal and non-formal learning strategies"--Provided by publisher.

Social Media in Higher Education

Today's classroom presents a wealth of opportunities for social interaction amongst pupils, leading to increased interest in teachers and researchers into the social nature of learning. While classroom interaction can be a valuable tool for learning, it does not necessarily lead to useful learning experiences. Through case

studies, this book highlights the use of new analytical methodologies for studying the content and patterns of children's interactions and how these contribute to their construction of knowledge. Classroom Interaction and Social Learning will be of interest to students and in service teachers and researchers concerned with classroom discourse and learning.

ECSM2015-Proceedings of the 2nd European Conference on Social Media 2015

This text looks at the development and reusability of multimedia content in web-based learning systems. The author discusses the development of a component-based framework that enables developers to employ reusable software components enhanced with metadata. The text contains complete instructional visualizations in a rich learning context. Two activities for making stand-alone visualizations group-aware are addressed. No other work has addressed the issue of transparent collaboration based on instructional visualizations enhanced with metadata in such a way.

Technological and Social Environments for Interactive Learning

This volume contains the Proceedings of the 4th International Conference on

Intelligent Interactive Multimedia Systems and Services (IIMSS-2011). IIMSS-2011 comes as a sequel to IIMSS-2008 (Piraeus-Athens, Greece, July 9, 10 and 11, 2008), IIMSS-2009 (Mogliano Veneto (near Venice), Italy, July 15, 16 and 17, 2009) and IIMSS-2010 (Baltimore, USA, July 28, 29, and 30, 2010). This fourth edition of the IIMSS Conference was organized jointly by the Department of Informatics of the University of Piraeus, Greece and the School of Electrical and Information Engineering of the University of South Australia, in conjunction with KES International. At a time when computers are more widespread than ever and computer users range from highly qualified scientists to non-computer-expert professionals and may include people with special needs, interactivity, personalization and adaptivity have become a necessity in modern multimedia systems. Modern intelligent multimedia systems need to be interactive not only through classical modes of interaction where the user inputs information through a keyboard or mouse. They must also support other modes of interaction, such as visual or lingual computer-user interfaces, which render them more attractive, user friendlier, more human-like and more informative. IIMSS is a new series of international scientific conferences aimed at presenting novel research in the fields of intelligent multimedia systems relevant to the development of a new generation of interactive, user-centric services.

Interactive Multimedia Learning Environments

"This book provides research on the pedagogical challenges faced in recent years to improve the understanding of social media in the educational systems"--Provided by publisher.

Classroom Interactions and Social Learning

Technology Enhanced Learning (TEL) is a very broad and increasingly mature research field. It encompasses a wide variety of research topics, ranging from the study of different pedagogical approaches and teaching/learning strategies and techniques, to the application of advanced technologies in educational settings such as the use of different kinds of mobile devices, sensors and sensor networks to provide the technical foundation for context-aware, ubiquitous learning. The TEL community has also been exploring the use of artificial intelligence tools and techniques for the development of intelligent learning environments capable of adapting to learners' needs and preferences and providing learners with personalized learning experience. Recognizing the potential of online social networks, social media, and web-based social software tools as learning platforms for online education, the TEL community has devoted significant time and effort into researching how these popular technologies could be combined with appropriate pedagogical approaches to make learning experience more engaging, satisfying, and successful. Among the most important results of these research endeavors are personal learning environments that allow learners to create mash-

ups of diverse social software tools based on their own needs and preferences as well as to create and maintain their online learning networks. Undeniably, technological advancement is making education more accessible to an increasing number of people worldwide. To fully exploit the huge benefit the technology is offering, the TEL community is exploring effective approaches for adapting learning resources to address language, generation, and cultural specificities. Aiming to make learning accessible to all, the community has also focused on the development of solutions for learners with special needs. Finally, it should be noted that all the above mentioned research efforts of the TEL community are finding their applications in different learning contexts and domains, including formal education and informal learning, as well as workplace learning in small, medium, and large organizations. Since the scope of TEL research is constantly evolving, the above given overview of the current research efforts does not aim to be exhaustive by any means. Instead, its purpose is to give some insights into the breadth of research topics and challenges that this edited book aims to cover. The book comprises 14 chapters, which are topically organized into several sections. However, this division of chapters into sections is not strictly definitive as each of the chapters itself presents a comprehensive research work that often spans across diverse TEL areas and thus could be categorized into more than one section of the book.

Social Information Technology: Connecting Society and

Cultural Issues

This book provides the first coherent set of principles and frameworks for designing breakthrough educational multimedia.This book establishes a framework for educational multimedia that divides the development process into conceptual and presentation levels. Conceptual design proposes a new synthesis for unifying the scattered knowledge in this area, and creating a deep learning architecture. Presentation design deals with the realization of an educational multimedia offering, involving issues such as screen layout, color schemes and the detailed use of individual media. Well-illustrated examples help the reader understand all the critical issues of multimedia learning environment design, development and evaluation.Anyone involved or interested in either multimedia or instructional design.

Interactive Media Use and Youth: Learning, Knowledge Exchange and Behavior

This book explores implications for applied linguistics of recent developments in technologies used in second language teaching and assessment, language analysis, and language use. Focusing primarily on English language learning, the book identifies significant areas of interplay between technology and applied

linguistics, and it explores current perspectives on perennial questions such as how theory and research on second language acquisition can help to inform technology-based language learning practices, how the multifaceted learning accomplished through technology can be evaluated, and how theoretical perspectives can offer insight on data obtained from research on interaction with and through technology. The book illustrates how the interplay between technology and applied linguistics can amplify and expand applied linguists' understanding of fundamental issues in the field. Through discussion of computer-assisted approaches for investigating second language learning tasks and assessment, it illustrates how technology can be used as a tool for applied linguistics research.

Understanding Online Instructional Modeling: Theories and Practices

This textbook provides an introduction to the fundamentals of serious games, which differ considerably from computer games that are meant for pure entertainment. Undergraduate and graduate students from various disciplines who want to learn about serious games are one target group of this book. Prospective developers of serious games are another, as they can use the book for self-study in order to learn about the distinctive features of serious game design and development. And ultimately, the book also addresses prospective users of serious

game technologies by providing them with a solid basis for judging the advantages and limitations of serious games in different application areas such as game-based learning, training and simulation or games for health. To cater to this heterogeneous readership and wide range of interests, every effort was made to make the book flexible to use. All readers are expected to study Chapter 1, as it provides the necessary basics and terminology that will be used in all subsequent chapters. The eleven chapters that follow cover the creation of serious games (design, authoring processes and tools, content production), the runtime context of serious games (game engines, adaptation mechanisms, game balancing, game mastering, multi-player serious games), the effects of serious games and their evaluation (player experience, assessment techniques, performance indicators), and serious games in practice (economic aspects, cost-benefit analysis, serious game distribution). To familiarize the readers with best practice in this field, the final chapter presents more than 30 selected examples of serious games illustrating their characteristics and showcasing their practical use. Lecturers can select chapters in a sequence that is most suitable for their specific course or seminar. The book includes specific suggestions for courses such as "Introduction to Serious Games", "Entertainment Technology", "Serious Game Design", "Game-based Learning", and "Applications of Serious Games".

Learning and the E-Generation

Provides coverage of specific topics and issues in healthcare, highlighting recent trends and describing the latest advances in the field.

Entertainment Computing and Serious Games

The many technology-related educational changes of the past decade have been propelled by even greater changes in the general consumer technology landscape. Education has become increasingly entwined with the digital consumer landscape. We are no longer asking whether digital materials and tools should be integrated into teaching and learning, but how and how well. Meanwhile, the overall academic performance of U.S. students has not kept pace with our international peers. Many policymakers have called for increased attention to students' 21st century skills and work readiness, pointing to the critical role technology should play in educational innovation. These changes mean that many mainstream accessible technologies can be used in the classroom to benefit a diverse population of learners, including students with disabilities and English language learners, reflecting the national shift from separate special education programs to more inclusive classrooms. Changes to policies and standards have pushed assistive and accessible technologies to the forefront, including the Higher Education Opportunity Act of 2008, which requires teacher preparation programs to address educational technology and principles of universal design for learning (UDL), and the National Instructional Materials Accessibility Standard (NIMAS), which creates a

public-private infrastructure to provide more timely delivery of digital text to students with physical and print disabilities. This volume represents pioneering ideas that examine how accessible educational technologies can be harnessed for breakthrough learning for all students. Chapters will cover innovation trends in educational and assistive technologies, cognitive and neuroscience findings on how individual differences impact technology use and choice; the intersection of educational, leisure, health habits and exer-gaming; the use of social networking tools by students with and without disabilities; the use of social networking for teacher professional learning communities; the future of assessments for decision-making; and an analysis of the habits of mind and work traits of innovators NCTI has interviewed over the past five years.

Teaching in Social Work

'E-learning is integral to on-site education institutions worldwide, and the rapid explosion of interest in the subject means that this timely, cutting-edge book will be an instant and indispensable resource. Among educators, the development of reusable learning objects made accessible via the internet is ever more important to teaching and learning. This book provides a comprehensive look at a state-of-the-art online education, and presents advice on the creation, adaptation and implementation of learning objects and metadata. Including articles written by some of the leading innovators in the field, this book takes the reader through:

designing effective learning objects; creating learning objects; transforming existing content into reusable learning objects; building a metadata management system. This book will be essential reference material for learning technologists, course developers at learning institutions, postgraduate students, teachers and learners in the field of e-learning.'

Ethical Practices and Implications in Distance Learning

This book constitutes the refereed proceedings of the 9th European Conference on Technology Enhanced Learning, EC-TEL 2014, held in Graz, Austria, in September 2014. The 27 full papers and 18 short papers presented were carefully reviewed and selected from 165 submissions. They address topics such as informal learning, self-regulated and self-directed learning, reflective learning, inquiry based learning, communities of learners and communities of practice, learning design, learning analytics, personalization and adaptation, social media, computer supported collaborative learning, massive open online courses, schools and universities of the future.

The Era of Interactive Media

"Provides theory and research-based recommendations on information

presentation techniques for multimedia and e-learning environments. Focuses on extensively researched principles and methodologies, offering comprehensive research and practical implications while providing concrete examples on adaptive multimedia learning."--Publisher description.

The Handbook of the Psychology of Communication Technology

Provides an analysis of virtual communities, explaining their lifecycle in terms of maturity-based models and workflows.

Serious Games

Drawing from her extensive classroom and field experience, Jeane W. Anastas merges the "practice wisdom" of today's social work educators with contemporary theories on instruction and learning. Built around a teacher- and student-in-situation framework, Teaching in Social Work examines the effect of social issues, professional norms and needs, and various educational settings on the interactions among educators, students, and the subjects they learn. The result is a singular volume that focuses specifically on teaching within the field of social work, identifying the factors that result in effective educational outcomes. Anastas draws on the theories and selected research findings of higher education and social work

education literature. She illuminates the critical aspects of teaching and learning as an adult, the best uses of different modalities of instruction, and the issues of diversity that influence all aspects of teaching and learning. Her book includes guest-authored chapters on field learning and the latest advances in teaching technology. It also engages with ethics, teaching and learning assessments, and faculty work in full-time social work education.

Educational Stages and Interactive Learning: From Kindergarten to Workplace Training

Offers comprehensive coverage of the issues, concepts, trends, and technologies of distance learning.

Interactive Multimedia in Education and Training

This book introduces new concepts and mechanisms regarding the usage of both social media interactions and artifacts for peer education in digital educational games. Digital games in general, and digital educational games in particular, represent an area with a high potential for interdisciplinary innovation, not only from an information technology standpoint, but also from social science, psychological and didactic perspectives. This book presents an interdisciplinary

approach to educational games, which is centered on information technology and aims at: (1) improving digital management by focusing on the exchange of learning outcomes and solution assessment in a peer-to-peer network of learners; (2) achieving digital implementation by using forms of interaction to change the course of educational games; and (3) providing digital support by fostering group-formation processes in educational situations to increase both the effects of educational games and knowledge exchange at the individual level. In addition to a systematic analysis of the relationship between software architecture, educational games and social media applications, the book also presents the implemented IT systems' architectures and algorithmic solutions as well as the resulting applicable evaluation findings from the field of interactive multimedia learning.

Teaching Arts and Science with the New Social Media

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION