

INTRODUCTION TO COMPUTING AND PROGRAMMING IN PYTHON A MULTIMEDIA APPROACH COMPUTER SCIENCE SOFTWARE ENGINEERING CTI REVIEWS

Sep 22, 2020



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Introduction to Computing and Programming in Python, 4th Edition. Mark Guzdial is a professor in the School of Interactive Computing in the College of Computing at Georgia Institute of Technology. He is one of the founders of the ACM's International Computing Education Research workshop series.

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He has published five books on the use of media as a context for learning computer science, including Squeak: Object-Oriented Design with Multimedia Applications; Squeak: Open Personal Computing and Multimedia; and Introduction to Computing and Programming in Python: A Multimedia Approach. He received the Ph.D. degree in Education and Computer Science from the University of Michigan in 1993 ...

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[Mark Guzdial - Wikipedia](#)

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It is a gentle approach to programming for students who intend to make a career in some other field. Contrary to the author's claim on the cover, it is NOT an introduction to the field of Computer Science. There is much, much more to the science of computing that simply learning a programming language.

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