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35. COMPUTERS IN EDUCATION AND TRAINING	· · · · · · · · · · · · · · · · · · ·
Introduction	35.1
Technological Familiarity	35.1
Literacy	35.2
Mathematics	35.2
Culture	35.2
Communication	35.2
Learning How to Learn	35.2
Computer in Schools	35.3
Computer Aided Instruction	35.3
Programming Tools	35.4
Simulation and Games	35.4
Productivity Tools	35.5
Computer-controlled Media	35.6
resentation Aids	35.6
ypermedia and Interactive Multimedia	35.6
uthoring Tools for Students	35.7
istance Learning: Virtual Schools	35.7
eview Questions	35.8
	35.8
Descriptive Type Fill in the Blank	35.8
Fill in the Blank	35.8
True / False	00.0

36. COMPUTERS IN ENTERTAINMENT, SCIENCE, MEDICINE	AND ENGINEE
Computers in Entertainment	36.1
Computers in Movies	36.1
Computers in Music	36.2
Computers in Advertising	36.4
Computers in Art	36.4
Computers in Medicine	36.6
Computers in Science	36.8
Computers in Engineering	36.8
Data Interchange (EDI)	36.8
Computer Aided Design/Computer Aided Manufacturing	36.9
(CAD/CAM)	
Product Data Management (PDM)	36.10
	36.10
Feature Prototyping	36.10
Project Management	36.11
Review Questions	36.11
Descriptive Type	36.11
Fill in the Blank	36.12
True / False	

APPENDIX A -- HISTORY OF COMPUTING

APPENDIX B - CAREERS IN INFORMATION TECHNOLOGY

APPENDIX C - SUGGESTED READINGS

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