

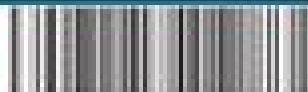


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Ford Edge Owners Manual 2015

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platform content generation and consumption and the multiple literacies this approach enabled not only in programming and software creation but also in accessing information across a range of media and in do it yourself computing She links many of these early developments to current new media practices Gazzard looks at games developed for the BBC Micro including Granny's Garden an educational game for primary schools and Elite the seminal space trading game She considers the shift in focus from hardware to peripherals describing the Teletext Adapter as an early model for software distribution and the Domesday Project which combined texts video and still photographs as a hypermedia like experience Gazzard's account shows the BBC Micro not only as a vehicle for various literacies but also as a user oriented machine that pushed the boundaries of what could be achieved in order to produce something completely new

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