because this is students' experience
It's covered at the beginning level
Hardware First Introduced
Chapter 2 is the first time students read about introductory hardware. It's covered at the beginning level because this is students' experience level at this point of the book.

Hardware Taught in More Depth in Additional Chapters
In later chapters, students read about hardware in greater depth because they're more experienced and comfortable working with their computers.

Appendices
Appendices cover the history of the PC and careers in IT.
Clearly Defined Learning Objectives and Outcomes
Provide measurable goals for instructors and students.

Multimedia Cues
Visual integration of multimedia resources, including the Helpdesks, Sound Bytes, and Chapter Overview Videos.

How Cool Is This?
Highlights the latest and greatest websites, gadgets, and multimedia.

Ethics in IT
Ethics in Computing
Boxes examine the ethical dilemmas involved with technology.

Trends in IT
Boxes explore hot topics in computing.

Ethics Bytes
Help make the topics immediately relevant to students’ lives.

Dig Deeper
Boxes cover technical topics in depth to challenge advanced students.

Visual Walk-Through
End of Chapter Quiz
Multiple Choice, True/False, and Critical Thinking questions at the end of each chapter help students assess their comprehension of chapter material.

Try This
Creating and Publishing a Movie
A Try This video in MyLab IT. Before starting, do the following:

Try This
Step 1
Enter title
Step 2
Enter description
Step 3
Click media to select it
Step 4
Imported media added
Step 5
Click media to select it
Step 6
Add pictures or video
Step 7
Player component in App Inventor!
Step 8
Click and drag your media to the spot in the timeline.

Make This
TOOL: AI VideoPlayer

Check Your Understanding
Quizzes
Provide an auto-graded self-check covering objectives in each part of the chapter.

Sound Bytes
Multimedia lessons with video, audio, or animation.

Helpdesk
Interactive training that puts the student in the role of a helpdesk staffer fielding questions about technology.
Supervisor available to assist students.

Features textbook references within each Helpdesk and assessment at the end.

Chapter Quiz // Assessment
A Try This video in MyLab IT. Before starting, do the following:

Try This
Step 1
Enter title
Step 2
Enter description
Step 3
Click media to select it
Step 4
Imported media added
Step 5
Click media to select it
Step 6
Add pictures or video
Step 7
Player component in App Inventor!
Step 8
Click and drag your media to the spot in the timeline.

Make This
TOOL: AI VideoPlayer

Check Your Understanding
Review & Practice
Exercises that put the concepts students are learning into action using a Microsoft Office application.

Solve This
Creating and Publishing a Movie
A Try This video in MyLab IT. Before starting, do the following:

Try This
Step 1
Enter title
Step 2
Enter description
Step 3
Click media to select it
Step 4
Imported media added
Step 5
Click media to select it
Step 6
Add pictures or video
Step 7
Player component in App Inventor!
Step 8
Click and drag your media to the spot in the timeline.
MyLab IT for Technology in Action with the Enhanced eBook personalizes learning to help your students better prepare and learn—resulting in more dynamic experiences in the classroom and improved performance in the course. Specific features include:

- **Badging**: A Digital Competency badge is offered to allow students to demonstrate their digital knowledge. This badge represents that students have the basic digital understanding to enter the workforce and be savvy consumers.

- **Adaptive Learning**: A way to enable personalized learning at scale. Not every student learns the same way and at the same rate. MyLab IT with Adaptive Learning continuously assesses student performance and activity in real time, and, using data and analytics, personalizes content to reinforce concepts that target each student’s strengths and weaknesses.

- **A powerful homework and test manager**: MyLab IT lets you create, import, and manage online homework assignments, Helpdesk and Soundbyte activities, quizzes, and tests that are automatically graded. The bottom line: MyLab IT means less time grading and more time teaching.

- **Comprehensive online course content**: Filled with a wealth of content that is tightly integrated with your textbook, MyLab IT lets you easily add, remove, or modify existing instructional material. You can also add your own course materials to suit the needs of your students or department. In short, MyLab IT lets you teach exactly as you’d like.

- **Robust Gradebook tracking**: The online Gradebook automatically tracks your students’ results on tests, homework, and practice exercises and gives you control over managing results and calculating grades. And, it lets you measure and document your students’ learning outcomes.

- **Easily scalable and shareable content**: MyLab IT enables you to manage multiple class sections, and lets other instructors copy your settings so a standardized syllabus can be maintained across your department.

The media is available in MyLab IT, including Helpdesks, Sound Bytes, Chapter Overview Videos, Chapter Grader Projects, and the IT Simulations.
• **The interactive Pearson eText 2.0** in MyLab IT provides an interactive environment that allows students to use technology as they learn. They don’t have to stop reading to find the activities such as Helpdesks, Sound Bytes, and Chapter Overview Videos—they just click on them and immediately experience the activity.

• **IT Simulations:** These fully interactive, scenario-based simulations allow students to demonstrate their understanding of the chapter topic in an experiential learning environment.

• **Sound Bytes:** These multimedia lessons provide a multimodal approach to instruction in which topics are presented with audio, video, and interactive activities. The topics covered in the Sound Bytes expand on the coverage in the book to dive into newer technology or more depth on a specific subject.

• **Helpdesks:** These highly interactive, engaging activities provide students with a realistic experience in the role of a helpdesk staffer answering technology questions. These formative assessments cover core objectives in the chapter. As students assume the role of the helpdesk staffer, they apply what they are learning in a new environment. The assessment questions after each Helpdesk provide instructors with a tool to gauge and track students’ progress.

• **Make This** projects address the hot area of mobile app creation! Each chapter includes a Make This mobile app project, most of which use App Inventor. By the end of the course, students will have completed 13 small projects that provide them with new skills they can use to create their own apps. And if they don’t have an Android device, they can use the emulator and still learn the skills.

• **Solve This** projects put the concepts students are learning into action through real-world problem solving using a Microsoft Office application or other technology tool. For Word and Excel projects, there is also a Grader version in MyLab IT.

• **Chapter Overview Videos:** The Chapter Overview Videos provide an author-narrated video preview/review of each chapter part in an easy-to-use format students can view on their phones, tablets, or computers.

• **With TechBytes Weekly, every week is new!** This weekly newsfeed provides two timely articles to save instructors the prep time required for adding interesting and relevant news items to their weekly lectures. TechBytes Weekly also features valuable links and other resources, including discussion questions and course activities.
Annotated Instructor Chapter Guides

Provided for each chapter are guides that can be printed and inserted in your copy of the text. Sample contents are shown below.

FRONT OF CHAPTER TAB
On the front side of each chapter tab, you'll find the following categories:

IN THE CLASSROOM: Activities you can use in a classroom or in online classes, including:
  - PowerPoint Presentations
  - Discussion Exercises
  - Helpdesks
  - Sound Bytes

HOMEWORK: Activities used out of class for assessment or preparation for the next chapter, including:
  - Web Resource Projects
  - Helpdesks
  - Sound Bytes

ASSESSMENT:
  - Blackboard
  - WebCT
  - TestGen
  - MyLab IT
  - Student Text Test Bank
  - Sound Byte Test Bank
  - Helpdesk Test Bank

The back side of each chapter tab includes notes about that chapter’s Try This, Make This, and Solve This exercises.

ETHICS TAB
On the Ethics tab, you will find the following:

OPPOSING VIEWPOINTS TABLE: Outlines ethics topics that you can use to debate in the classroom.

KEYWORDS: Provides you with additional words with which to search the Internet for more information related to the ethics topic.
Instructor Resources

Online Instructor Resources are available in MyLab IT or at pearsonhighered.com/techinaction.

- PowerPoint Presentations
- Student Text Test Bank
- Sound Byte Test Bank
- Help Desk Test Bank
- End of Chapter Answer Keys
- Rubrics
- Web Resources
- Image Library
- Sample Syllabi
- Additional Web Projects
- What's New in 15e
- Transition Guide
- TestGen

Contact your local Pearson sales rep to learn more about the Technology in Action instructional system.