Beloit Daily News
February 2017

I did not grow up in the digital age. My earliest exposure to electronic gadgets was Speak & Spell, Pong, and Teddy Ruxpin. And yes, I fully recognize that there are entire generations of people that have no idea what Speak and Spell, Pong, and Teddy Ruxpin were. I learned to type on a manual typewriter and although my high school offered computer classes, I'm pretty sure we used Apple II computers, floppy disks and all. I didn't have an e-mail address in college and wrote most of my papers on a word processor that was connected to a dot-matrix printer. The first USB flash drive my husband owned cost $35 and stored a "whopping" 256 MB. Heck, I even remember when the library used an actual card catalog!

To paraphrase Moore's Law, computer processing speeds double approximately every 18 months, and as such, we are witnessing exponentially accelerated rates of growth in the area of technology. The city of Beloit is poised to be a part of that growth and even boasts its very own tech-hub in the Irontek building downtown. Computers, coding, and collaboration are crucial in this age of rapid advancement and the Beloit Public Library is committed to being a part of that future.

Join us on Thursday March 9th from 5 to 7 p.m. for a showing of the film *Code: Debugging the Gender Gap* and to discuss how we can close the coding/programming gap that exists where women and people of color are underrepresented in all computer fields. Hands on coding projects will be part of this free event for teens and adults. This film is part of the statewide Coding Initiative from the Wisconsin Department of Public Instruction.

For more information on this event and more, like us on Facebook, or visit www.beloitlibrary.org. In the meantime, check out these books coming soon to your Beloit Public Library:

*Ada Lovelace, Poet of Science: The First Computer Programmer* by Diane Stanley. A hundred years before the dawn of the digital age, Ada Lovelace envisioned the computer-driven world we know today. And in demonstrating how the machine would be coded, she wrote the first computer program. She would go down in history as Ada Lovelace, the first computer programmer. (Book Description)

*The Big Book of Makerspace Projects: Inspiring Makers to Experiment, Create and Learn* by Colleen Graves. …offers practical tips for beginners and open-ended challenges for advanced makers. Each project features non-technical, step-by-step instructions with photos and illustrations to ensure success and expand your imagination. You will learn recyclables hacks, smartphone tweaks, paper circuits, e-textiles, musical instruments, coding and programming, 3-D printing, and much, much more! (Book Description)

*Anyone Can Create an App: Beginning iPhone and iPad Programming* by Wendy Wise. Anyone Can Create an App provides the EASY starting point for those people who have never programmed before but who always wanted to build iPhone and iPad apps. It starts with the absolute basics and progresses without leaving gaps so that the non-technical person can feel confident going from green to full-grown. Readers will create several apps for their iPhone and get a huge sense of accomplishment along the way. The book also demystifies some of the "insider terms" that programmers use. (Book Description)