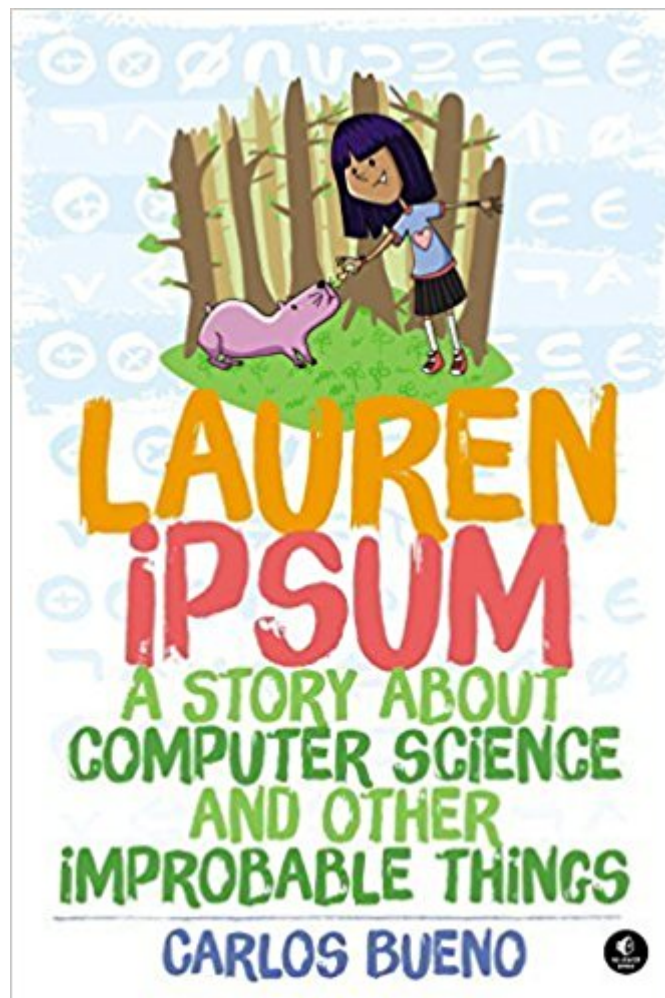




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Lauren Ipsum: A Story About Computer Science And Other Improbable Things



Synopsis

Lauren Ipsum is a whimsical journey through a land where logic and computer science come to life. Meet Lauren, an adventurer lost in Userland who needs to find her way home by solving a series of puzzles. As she visits places like the Push & Pop Café and makes friends with people like Hugh Rustic and the Wandering Salesman, Lauren learns about computer science without even realizing it—and so do you! Read Lauren Ipsum yourself or with someone littler than you, then flip to the notes at the back of the book to learn more about logic and computer science in the real world. Suggested for ages 10+

Book Information

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Age Range: 10 and up

Grade Level: 5 and up

Customer Reviews

The Computers in This Book I feel I should warn you: You won't find any computers in this book. If the idea of a computer science book without computers upsets you, please close your eyes until you've finished reading the rest of this page. The truth is that computer science isn't really about the computer. The computer is just a tool to help you see ideas more clearly. You can see the moon and stars without a telescope, smell the flowers without a fluoroscope, have fun without a funoscope, and be silly sans oscilloscope. You can also play with computer science without you-know-what. Ideas are the real stuff of computer science. This book is about those ideas and how to find them. In fact, most of the characters, places, and thingamajigs in Userland are actually based on those ideas. Check out the Field Guide at the back of the book to

learn more about them!

Carlos Bueno is a former Facebook engineer, graphic designer, librarian, calligrapher, data scientist, and video game repairman. He now writes bad jokes about algorithms and dinosaurs.

My granddaughters had no interest in technology, nor exhibited any tendency to want to learn anything about it or computers ... that is, until I read them this book. Actually, I did not finish reading it. They decided they wanted to read it out loud themselves (to each other). Something clicked. The then-8-year-old suddenly wanted to know it all. The then-11-year-old started Googling things about "code." What have I done!? (Oh, well. Maybe lit a fuse that will lead to a career? Although, the older one now talks about going into medicine.) This is a very cool book. I suggest you read it first for yourself, so that you can prepare to get the "voices" right when you do read it to your young ones. It took a couple of chapters or more before they got into it, but once they did, they did not want to stop. Then they wanted it read over and over. I wish there were more books about science and technology that was this direct, simple, straightforward, and made the subject approachable. I'm not able to pick out what needs to be said about complex subjects and then say them simply, so this writer has done a particularly admirable job.

So I bought this on a lark and loved reading it. Okay, I'm a man in my forties reading a book for a middle schooler, maybe high school, but I thought they did a great job of explaining most of the concepts I studied getting my comp sci degree. Look forward to sharing it with my daughter when she is older.

Read this book in about 2 hours. It's very Alice-In-Wonderland feeling. I definitely recommend it to anybody who feels afraid or intimidated by Big Computer Books.

I think this was a very great book. I read it to my 6-year-old daughter. It is cute, has some funny bits, and moves at a nice pace. The chapter on the Byzantine Process was pretty funny. My daughter enjoyed the story and it introduces some basic computer science ideas, without being too technical. Depending on the age of the child, you may have to re-read it for them to remember a lot of the ideas (but then I think it is a great idea to re-read books to children). Plus I love how the main character is a girl and she goes on an adventure.

I bought this book during another infamous evening of being physically exhausted, but mentally ready to write the program that everyone knows exists, should they take the time to concentrate, much like the novel in each of us. I started the book and felt that maybe I had chosen the wrong selection for the evening. But an hour later, when I kept recognizing concepts, names, and miscellaneous facts that remain in the deep recesses of the mind, I found myself enjoying this cute little "Alice in Wonderland" type book, thinking at the end it would take some of the fear of programming away from kids who are bombarded with terminology. This took common concepts, famous names and other important bits, making them fun for even this old gal that hasn't cared for children's stories. Read it out loud to a curious child sometime and see how many concepts you now think of in terms of lighthouses and mail daemons.

This is a fun kid's book about the mathematical underpinnings of computer science, very much in the style of *The Phantom Tollbooth*, featuring a lost girl named Lauren and a hapless chameleon named Xor. There are no computers here, but a lot of good word-play and some solid, if brief, lessons in things like logic, turtle geometry, binary decision trees, digital networking, round-robin load balancing (with round robins), cryptography, subroutines, recursion... There are notes in the back; I recommend reading each chapter's notes immediately after the chapter while the ideas -- and jokes -- are still fresh, but you could also take the author's advice and save the notes for last. (Or leave them for later, with a kid who just wants a fast-paced and light-hearted tale full of engaging critters, weird characters, and obscure puns.) Not quite everything is explained in the notes, either; the story stands well enough on its own, but there's enough missing that a kid could come back to it a few years later and get more of the references. Highly recommended.

If you, like me, do programming on a regular basis but have found your progress impeded by the lack of a computer science background this book is a nice first step. Some computational concepts are introduced in a funny and approachable manner, not too much detail but just enough to be able to tackle more technical resources without giving up in 5 minutes. The story itself is engaging for a younger audience, and I believe the book is a good resource to wet their appetite about CS, especially if read with somebody already knowledgeable about the concepts.

Beautiful text, full with clever ideas and parallels. I'm only sorry my babies are still too small for me to read them this story! I don't expect anybody to become a programmer just by reading this text, but if a kid is led by a computer-science-lover, this book will be a great instructive thrill.

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