

ZOZNAM POUŽITEJ LITERATÚRY

Batson, C. Daniel, et al. 1991. "Empathic joy and the empathy-altruism hypothesis." *Journal of Personality and Social Psychology* 61 (3): 413-426.

Bers, Marina Umaschi. 2018. *Coding as a Playground: Programming and Computational Thinking in the Early Childhood Classroom*. New York: Routledge.

Bettelheim, Bruno. 1989. *The Uses of Enchantment: The Meaning and Importance of Fairy Tales*. New York: Vintage.

Bogost, Ian. 2010. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, MA: MIT Press.

Boyd, Danah. 2015. *It's Complicated: The Social Lives of Networked Teens*. New Haven, Connecticut: Yale University Press.

Buber, Martin. 2002. *Between Man and Man*. New York: Routledge.

Bush, Vannevar. 1945. "As We May Think." *The Atlantic*, July. Accessed September 2, 2017. <https://www.theatlantic.com/magazine/archive/1945/07/aswemay-think/303881/>.

Carlson, Stephanie M., and Rachel E. White. 2013. "Executive Function, Pretend Play, and Imagination." In *The Oxford Handbook of the Development of Imagination*, edited by Marjorie Taylor, 161-174. New York: Oxford University Press.

Carroll, Abigail. 2013. *Three Squares: The Invention of the American Meal*. New York: Basic Books.

Casey, Edward S. 2017. *The World on Edge*. Indiana: Indiana University Press. Chui, Michael, James Manyika, and Mehdi Miremadi. 2015. "Four Fundamentals of Workplace Automation." Digital McKinsey. November. <https://www.mckinsey.com/business-functions/digital-mckinsey/our-insights/four-fundamentals-of-workplace-automation>.

Collins, Randall. 2008. *Violence: A Micro-Sociological Theory*. Princeton: Princeton University Press. Coontz, Stephanie. 1992. *The Way We Never Were: American Families and the Nostalgia Trap*. NYC: Basic Books.

Crudden, Michael. 2001. *The Homeric Hymns*. New York: Oxford World's Classics.

Cushman, Philip. 1995. *Constructing the Self, Constructing America: A Cultural History of Psychotherapy*. Cambridge, MA: Perseus Publishing.

Devlin, Keith. 2001. *InfoSense: Turning Information into Knowledge*. New York: W. H. Freeman and Company.

Eichenbaum, Adam, Daphne Bavelier, and C. Shawn Green. 2014. "Play That Can Do Serious Good." *American Journal of Play*. Volume 7 (Number 1): 5072.

Engelhardt, Tom. 1991. "The Primal Screen." *Mother Jones*, May/June: 6869.

Fass, Paula S. 2016. *The End of Childhood: A History of Parenting from Life on the Frontier to the Managed Child*. Princeton, NJ: Princeton University Press.

Freie, Paulo and Donaldo Macedo. 2018. *Pedagogy of the Oppressed 50th Anniversary Edition*. Bloomsbury USA Academic.

Freud, Sigmund. 1961. *Civilization and Its Discontents*. New York: W.W. Norton & Company.

Gardner, Howard, and Katie Davis. 2013. *The App Generation: How Today's Youth Navigate Identity, Intimacy, And Imagination In A Digital World*. New Haven: Yale University Press.

Gee, James Paul. 2007. *What Video Games Have To Teach Us About Learning Literacy*. New York City: Palgrave MacMillan.

Gillis, John. 1996. "Making Time For Family: The Invention of Family Time(s) and the Reinvention of Family History." *Journal of Family History* (Sage Publications) 21 (1): 4–11.

Gillis, John R. 1996. *A World of Their Own Making: Myth, Ritual, and the Quest for Family Values*. Cambridge, Massachusetts: Harvard University Press.

Gray, Peter. 2013. "The Educative Value of Teasing." *Psychology Today*, January 13.

Guernsey, Lisa. 2007. *Into the Minds of Babes: How Screen Time Affects Children From Birth to Age Five*. New York City: Basic Books.

Hall, G. Stanley. 1904. *Adolescence: Its Psychology and Its Relations to Physiology, Anthropology, Sociology, Sex, Crime, Religion, and Education, Volume 1*. New York: D. Appleton and Company. ———. 1897. *The Story of a Sand-Pile*. New York, Chicago: E.L. Kellogg & Co.

Harris, Malcolm. 2017. *Kids These Days: Human Capital and the Making of Millennials*. New York: Little, Brown and Company.

Harvard, Center on the Developing Child at. 2007. *The Science of Early Childhood Development: Closing the Gap Between What We Know and What We Do*. National Scientific Council on the Developing Child.

Heidegger, Martin. 1971. *On The Way To Language*. Translated by Peter D. Hertz. New York: HarperCollins. ———. 1992. *Parmenides*. Translated by Andre Shuwer and Richard Rojcewicz. Bloomington and Indianapolis, IN: Indiana University Press.

Hillman, James. 2007. *Mythic Figures*. New York: Spring Publications.

Hirsh-Pasek, Kathy, and Roberta Michnick Golinkoff. 2016. *Becoming Brilliant: What Science Tells Us About Raising Successful Children*. Washington DC: American Psychological Association. ———. 2003. *Einstein Never Used Flash Cards: How Our Children REALLY Learn — and Why They Need to Play More and Memorize Less*. Emmaus, PA: Rodale.

Hirsh-Pasek, Kathy, Roberta Michnik Golinkoff, Laura E. Berk, and Dorothy G. Singer. 2009. *A Mandate for Playful Learning in Preschool*. New York: Oxford University Press.

Holland, Dorothy, and William Lachiotte, Jr. 2007. "Vygotsky, Mead, and the New Sociocultural Studies of Identity." In *The Cambridge Companion to Vygotsky*, by Harry Daniels, 101-135. Cambridge: Cambridge University Press.

Homer. 2018. *The Odyssey*. Translated by Emily Wilson. New York: W.W. Norton & Company.

Horkheimer, Max and Theodor W. Adorno. 2002. *Dialectic of Enlightenment: Philosophical Fragments*. Edited by Gunzelin Schmid Noerr. Translated by Edmund Jephcott. Stanford, CA: Stanford University Press.

Huizinga, Johan. 2014. *Homo Ludens : A Study of the Play-Element in Culture*. Mansfield Centre, CT: Martino Publishing.

Keltner, Dacher, Lisa Capps, Ann M. Kring, Randall C. Young, and Erin, A. Heerey. 2001. "Just Teasing: A Conceptual Analysis and Empirical Review." *Psychological Bulletin* 127 (2): 229-248.

Kocurek, Carly A. 2016. *Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade*. Minnesota: University of Minnesota Press.

Kücklich, Julian. 2002. "Precarious Playbour: Modders and the Digital Games Industry." *fiberculturejournal.org*, April 16.

Kurlansky, Mark. 2016. *Paper: Paging Through History*. New York: W.W. Norton & Company.

Manyika, James, Susan Lund, Jacques Bughin, Kelsey Robinson, Jan Mische, and Deepa Mahajan. 2016. "Independent Work: Choice, Necessity, And The Gig Economy."

McKnight, Katherine. 2018. *Leveling the Playing Field with Microsoft Learning Tools*. RTI International. http://edudownloads.azureedge.net/msdownloads/Learning_Tools_research_study_BSD.pdf.

McLuhan, Marshall, and Quintin Fiore. 1996. *The Medium is the Message: An Inventory of Effects*. Berkeley, CA: Ginko Press.

Merleau-Ponty, Maurice. 1987. *Signs*. Evanston, IL: Northwestern University Press.

Mintz, Steven. 2004. *Huck's Raft : A History of American Childhood*. Cambridge, MA: Belknap Press of Harvard University Press.

Moore, Gordon E. 1965. "Cramming more components onto integrated circuits." *Electronics* 38 (8).

Mumford, Lewis. 2010. *Technics and Civilization*. Chicago: University of Chicago Press. OECD. 2017. PISA 2015 Results (Volume III): Students' Well-Being. Paris, France: OECD Publishing.

doi:<http://dx.doi.org/10.1787/9789264273856en>. OECD. 2017. PISA 2015 Results (Volume V): Collaborative Problem Solving. Paris, France: OECD Publishing.

Papert, Seymour. 1980. *Mindstorms; Children, Computers, and Powerful Ideas*. Basic Books.

Papert, Seymour and Cynthia Solomon. 1971. "Twenty Things To Do With A Computer." Cambridge: Massachusetts Institute of Technology, Artificial Intelligence Lab, June.

Paris, Ginette. 1986. *Pagan Meditations*. Woodstock, Connecticut: Spring Publications, Inc. Paumgarten, Nick. 2007. There and Back Again: The Soul of the Commuter. April 16. <http://www.newyorker.com/magazine/2007/04/16/there-and-back-again>.

Plato. 2005. *Phaedrus*. Translated by C.J. Rowe. New York: Penguin Classics.

Puchner, Martin. 2017. *The Written World: The Power of Stories to Shape People, History, Civilization*. New York: Random House.

Putnam, Robert D. 2007. *Bowling Alone: The Collapse and Revival of American Community*. New York: Simon & Schuster.

Rainie, L. and K. Zickuhr. 2015. *Americans' Views on Mobile Etiquette*. Pew Research Center. <http://www.pewinternet.org/2015/08/26/americans-viewsonmobile-etiquette/>.

Resnick, Mitchel. 2017. *Lifelong Kindergarten: Cultivating Creativity Through Projects, Passion, Peers, and Play*. Cambridge, Massachusetts: MIT Press.

Rideout, Victoria. 2017. *The Common Sense Census: Media Use by Kids Age Zero to Eight*. San Francisco, CA: Common Sense Media.

Rifkin, Jeremy. 2009. *Empathic Civilization: The Race to Global Consciousness in a World in Crisis*. New York: Penguin.

Ross, Dorothy. 1972. *G. Stanley Hall: The Psychologist as Prophet*. Chicago: University of Chicago Press.

Rybczynski, Witold. 1986. *Home: A Short History of an Idea*. New York: Penguin.

Schmidt, J. Philipp. 2014. "From Courses to Communities." *dml-central: Digital Media + Learning: The Power of Participation*. October 13. Accessed March 21, 2018. <https://dmlcentral.net/from-coursestocommunities/>.

Seidenberg, Mark. 2017. *Language at the Speed of Sight*. New York: Basic Books.

Shonkoff, Jack P. and DeBoarh A. Phillips. 2000. *From Neurons to Neighborhoods: the Science of Early Child Development*. Washington, DC: National Academy Press.

Snyder, Gary. 1990. *The Practice of the Wild*. New York: North Point Press.

Sontag, Susan. 2011. *On Photography*. New York: Farrar, Straus and Giroux.

Spock, Benjamin and Robert Needleman. 2012. *Dr. Spock's Baby and Child Care*. New York: Gallery Books.

Stueber, Karsten. 2017. "Empathy." In *The Stanford Encyclopedia of Philosophy*, by Edward N. Zalta (ed). <https://plato.stanford.edu/archives/spr2017/entries/empathy/>.

Sunstein, Cass R. 2017. *#Republic: Divided Democracy in the Age of Social Media*. Princeton, NJ: Princeton University Press.

Taylor, Mark C. 2014. *Speed Limits: Where Time Went and Why We Have So Little Left*. New Haven: Yale University Press.

Thornton, Tamara Platkins. 1996. *Handwriting in America: A Cultural History*. New Haven, CT: Yale University Press.

Trubek, Anne. 2016. *The History and Uncertain Future of Handwriting*. New York: Bloomsbury.

Twenge, Jean M. 2017. *iGen: Why Today's Super-Connected Kids Are Growing Up Less Rebellious, More Tolerant, Less Happy—and Completely Unprepared for Adulthood*. New York: Atria.

Visser, Margaret. 1991. *The Rituals of Dinner*. New York: Grove Weidenfeld.

Vygotskii, Lev and Michael Cole. 1978. *Mind in Society: The Development of Higher Psychological Processes*. Cambridge, Massachusetts: Harvard University Press.

Vygotsky, Lev. 1986. *Thought and Language*. Cambridge, Massachusetts: The MIT Press.

Winnicott, D.W. 2016. *Through Paediatrics to Psycho-analysis*. Routledge.

Wolf, Maryanne. 2007. *Proust and the Squid: The Story and Science of the Reading Brain*. New York: Harper.

