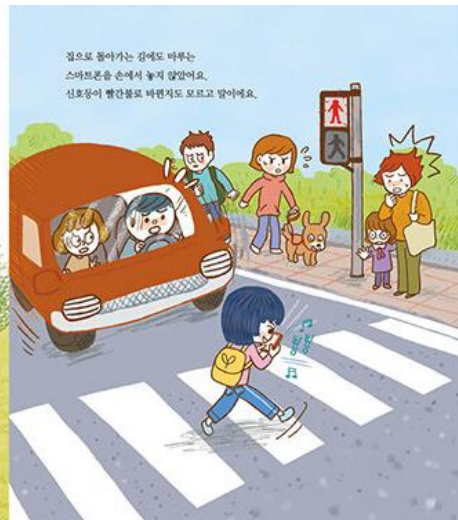




#7 Am I Addicted to Computer Games?

Maru was a girl who used to like getting along with her best friends – Sun and Moon in the playground surrounded by nature before getting a smartphone as a birthday gift. Now she always brings her phone wherever she goes - when having lunch and dinner, being with friends, and even walking on the street! She ends up being stuck to the game world, so Sun and Moon start their adventure to save her. What do you call a phone addict? And why is smartphone so addictive? With activities at the end of the book, you can do self-check if you are addicted to your phone and think about the way to prevent.



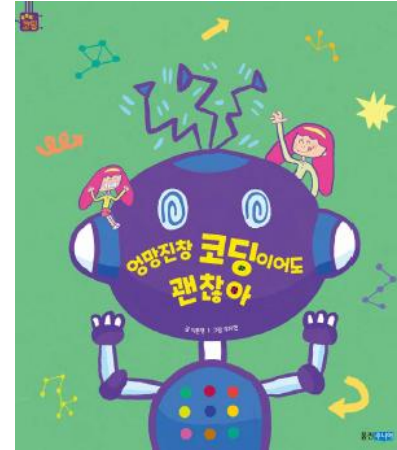
Series about computer coding



#software #hardware
#programming #code



#decompose #order
#break_it_down



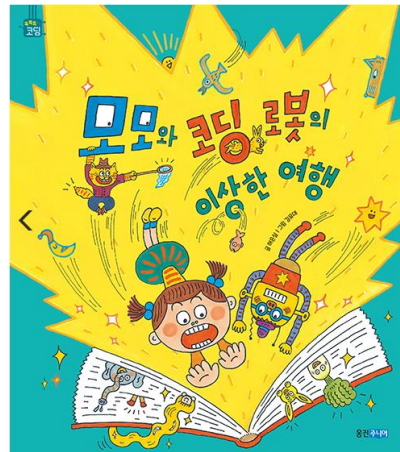
#sequence #bug #debugging
#mistakes_in_programs



#command #if #else #events
#input #output



#loop #programming
#repetition #training



#algorithms #procedure
#problem's_input #solve_matrix



#computer_addiction #game_addiction
#problematic_smartphone_use

Coding Picture Books



Age: 4+

Volume : Total 7 titles

Size: 215*240mm

Page: 44p

Publication Date: March, 2020

Selling Point:

- (1) Help readers find out about programming and how computer programs work by solving problems in our everyday life**
- (2) Encourage readers to improve their critical and logical thinking**
- (3) Get the basic concepts of computer programs with simple code words and further information related to each subject at the end of the book**

Coding Picture Books Composition



No.	Subject	English Title
1	Software	Java-man, Catch the Coding Monsters!
2	Decompose	Coding Project by a Robot Repairman
3	Sequence	My Best Friend, Coding Robot Como
4	If/else statement	Program the Robot Dog, Dingco!
5	Loop	Escape from the Universe
6	Algorithms	Momo in Wonderland with Coding Robot
7	Cyber Addiction	Am I Addicted to Computer Games?

Insides



Fun story engaging mix of comic and charming illustration leads children to computer and programming

from < Program the Robot Dog, Dingco! >

Insides

Help readers understand it through stories that how the devices and gadgets we use each day work and how we can control them.



나나는 꼬꼬의 '머리 묶기'가 마음에 들지 않았어요.
"음, 머리를 뽕아서 묶으면 좋겠어."
"알겠습니다. 그럼 머리를 뽕아서 묶는 방법의 순서를 정해 주세요.
저는 그 정도는 고칠 수 있도록 코딩되어 있습니다."
나나는 빙긋 웃으며 '머리 묶기' 방법을 고쳐 주었지요.



머리 뽕아 묶기

1. 머리를 빗으로 빗는다.



2. 머리를 한 가닥으로 뽕는다.



3. 머리카락 끝부분이 3cm 남으면 멈춘다.



4. 그 자리를 고무줄로 묶는다.



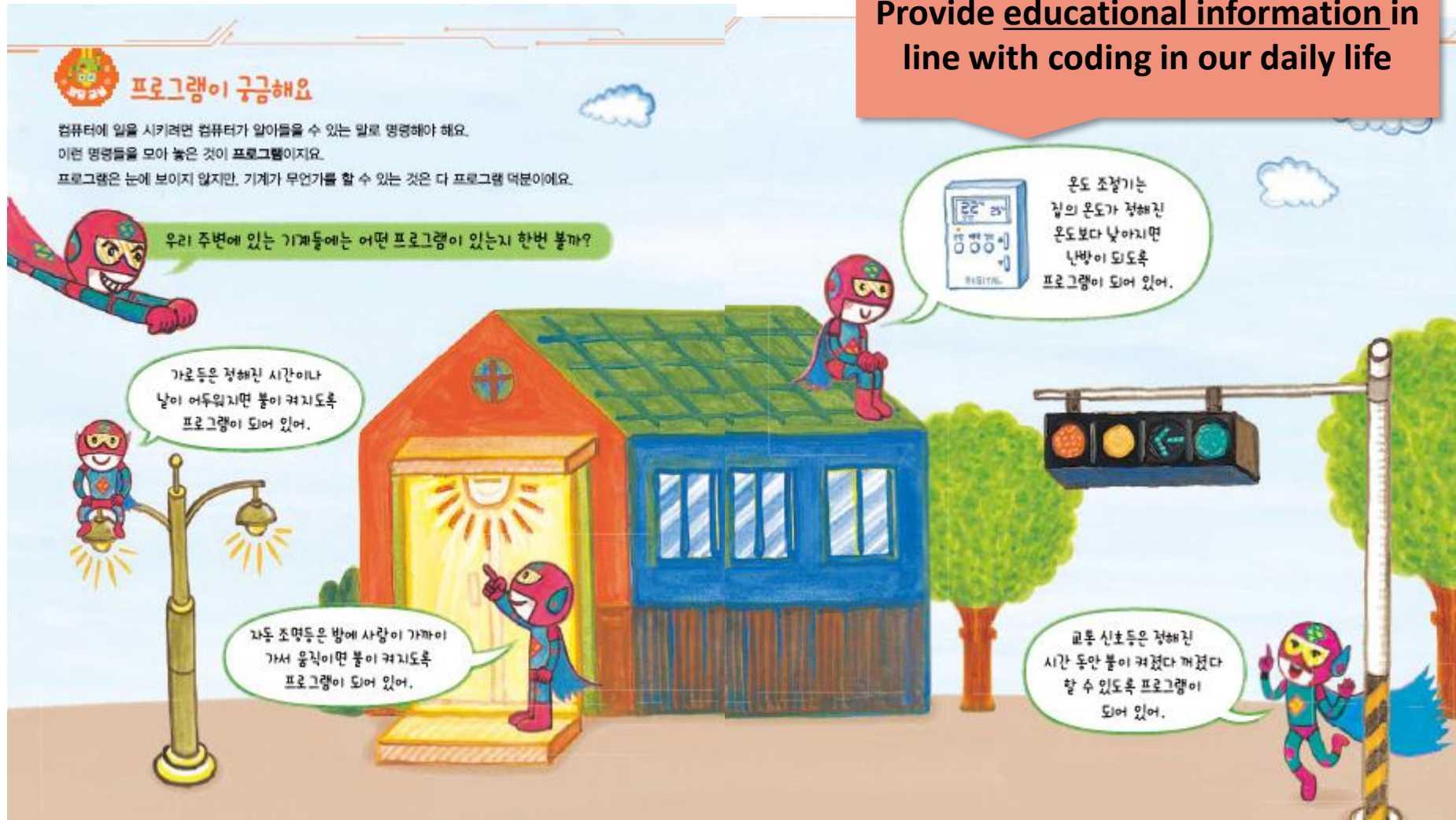
5. 머리에 머리핀을 꽂는다.

와, 엄마가
한 거랑
똑같아!

from < My Best Friend, Coding Robot Como >

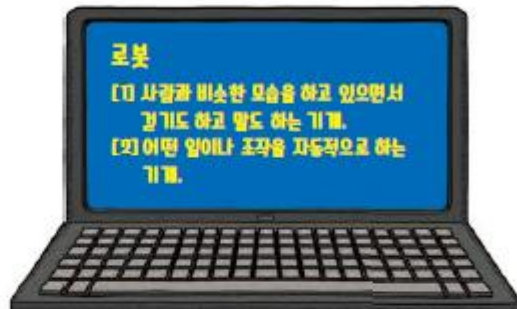
Code Words

Provide educational information in line with coding in our daily life



from < Java-man, Catch the Coding Monsters! >

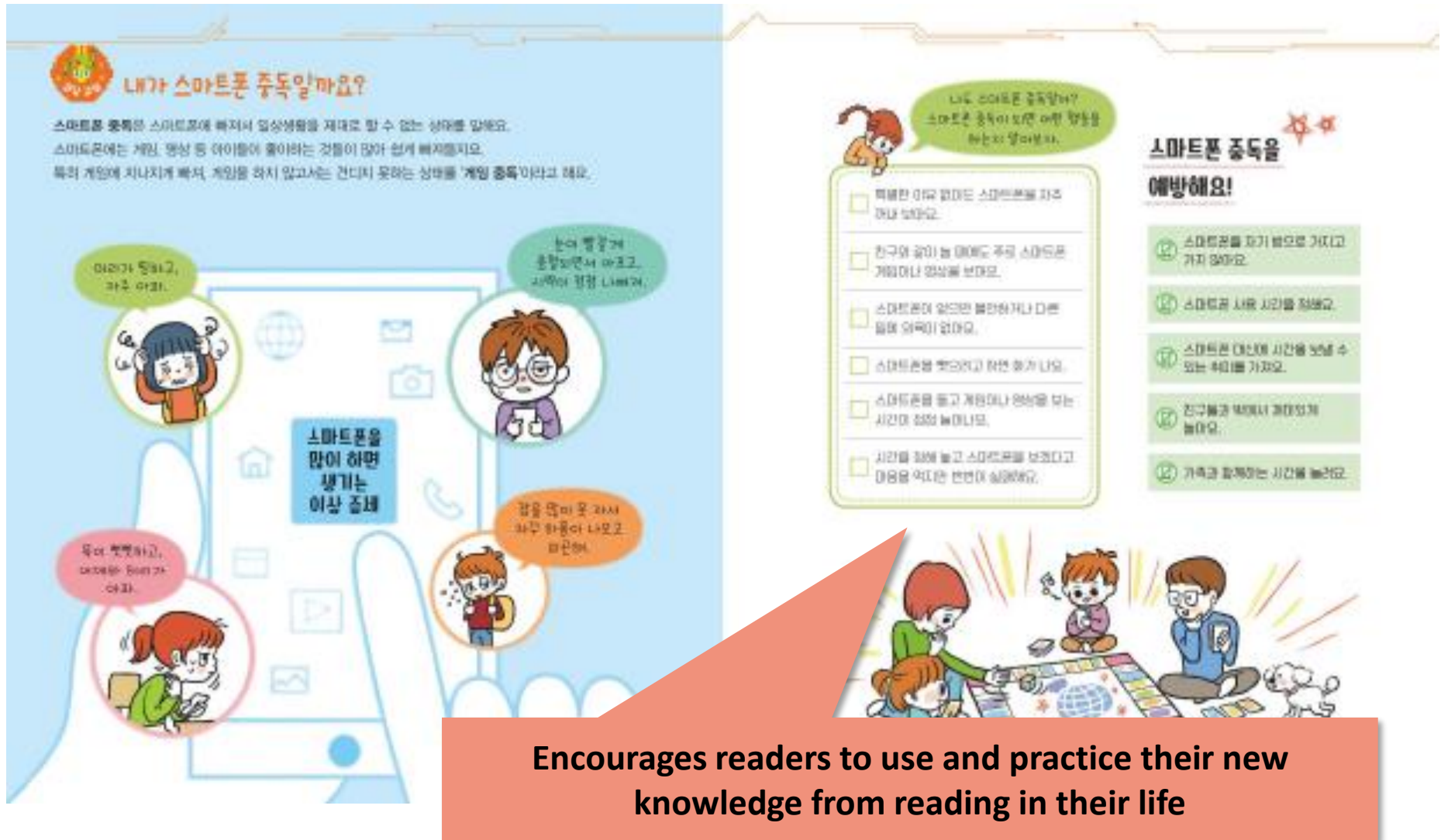
Activity



Reveal fascinating information about robot, programmer, and logical thinking that goes beyond the fun story

from < Coding Project by a Robot Repairman >

Further Information



from < Am I Addicted to Computer Games?>