

Student CD ROM

Clueless

Chyna-Rose Frederick (Dionne), and Romona Lewis-Malley (Tai). The Clueless CD-ROM is an activity and mini game collection based on the Clueless film and television

Clueless is a 1995 American coming-of-age teen comedy film written and directed by Amy Heckerling. It stars Alicia Silverstone, and was produced by Scott Rudin and Robert Lawrence.

The film is a loose adaptation of Jane Austen's 1815 novel Emma. The plot centers on a beautiful, popular, wealthy high school student who wants to do "good deeds". She befriends a newcomer and decides to give her a makeover while playing matchmaker for her teachers and examining her own existence.

Clueless was filmed in Southern California over a 40-day schedule. Heckerling studied Beverly Hills High School students to understand how teenagers in the 1990s talked and learned some appropriate slang terms from them.

The film grossed \$88 million worldwide, and was further successful in the home video market. It received positive reviews from critics and is considered to be one of the best teen films of all time. Clueless has developed a cult following and has a continuing legacy. The film was followed by a spin-off television sitcom and series of books.

Twilight (warez)

Twilight was a Dutch series of monthly warez CD-ROMs and DVDs. The series ran from early 1996 until June 16, 2001. In 2003, "B.G." (full name undisclosed)

Twilight was a Dutch series of monthly warez CD-ROMs and DVDs. The series ran from early 1996 until June 16, 2001. In 2003, "B.G." (full name undisclosed) was convicted for copyright infringements related to the Twilight series, as well as associated violence relating to the discs' production. The court estimated he had earned approximately 1,678,215 Euro with the series in question as well as others. The series was originally distributed from out of the Netherlands, but later appeared in many European countries as well.

In 2012, an independently operated website called twilight-cd.com began cataloging the history of the Twilight discs.

Quest for the Code

developed as a CD-ROM game for use in schools, it was later made available online for free for use by parents, teachers, and students. It was part of

Starbright Asthma CD-ROM Game: Quest for the Code is an interactive asthma adventure game developed by Starbright. The game is available in both English and Spanish and free to both children with asthma and their carers. The game was designed for educational purposes.

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It was part of a series including Starbright Diabetes CD-Rom, Starbright Explorer Series, and Starbright Hospital Pals.

Interactive storybook

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An interactive storybook (or CD-ROM storybook) is a children's story packaged with animated graphics, sound or other interactive elements (e.g., word pronunciation). Such stories are usually published as software on CD-ROMs. They have also been referred to as computer books, picture book programs, books-on-disk, talking books, or living books.

This software is targeted at young readers (usually kindergarten to second grade) for educational purposes.

In their seminal work *To Instruct and Delight: Children's and Young Adults' Literature on CD-ROM*, H. Bennett wrote, "Something magical and non-threatening happens when a children's story weds a computer."

Children's Tech Review wrote that when a children's book comes to a touch screen, it can be called many names, including: "ebooks," "living books," "digital story books," or even "app books."

Compact Disc Digital Audio

influential in the progression of video game music, used in mixed mode CD-ROMs, providing CD-quality audio popularized during the 1990s on hardware such as PlayStation

Compact Disc Digital Audio (CDDA or CD-DA), also known as Digital Audio Compact Disc or simply as Audio CD, is the standard format for audio compact discs. The standard is defined in the Red Book technical specifications, which is why the format is also dubbed "Redbook audio" in some contexts. CDDA utilizes pulse-code modulation (PCM) and uses a 44,100 Hz sampling frequency and 16-bit resolution, and was originally specified to store up to 74 minutes of stereo audio per disc.

The first commercially available audio CD player, the Sony CDP-101, was released in October 1982 in Japan. The format gained worldwide acceptance in 1983–84, selling more than a million CD players in its first two years, to play 22.5 million discs, before overtaking records and cassette tapes to become the dominant standard for commercial music. Peaking around year 2000, the audio CD contracted over the next decade due to rising popularity and revenue from digital downloading, and during the 2010s by digital music streaming, but has remained as one of the primary distribution methods for the music industry. In the United States, phonograph record revenues surpassed the CD in 2020 for the first time since the 1980s, but in other major markets like Japan it remains the premier music format by a distance and in Germany it outsold other physical formats at least fourfold in 2022.

In the music industry, audio CDs have been generally sold as either a CD single (now largely dormant), or as full-length albums, the latter of which has been more commonplace since the 2000s. The format has also been influential in the progression of video game music, used in mixed mode CD-ROMs, providing CD-quality audio popularized during the 1990s on hardware such as PlayStation, Sega Saturn and personal computers with 16-bit sound cards like the Sound Blaster 16.

Amiga CD32

1200 personal computer without the I/O ports, but with the addition of a CD-ROM drive in place of floppy and a modified Advanced Graphics Architecture chipset

The Amiga CD32 (stylized as Amiga CD32) is a home video game console developed by Commodore as part of the Amiga line, as well as the final hardware to be developed by the company. Released in September 1993 in Europe, Australia, Canada, and Brazil, it was marketed as the "first" 32-bit games console and is essentially a keyboard-less Amiga 1200 personal computer without the I/O ports, but with the addition of a

CD-ROM drive in place of floppy and a modified Advanced Graphics Architecture chipset for improved graphical performance.

Unlike Commodore's CDTV released two years prior, the CD32 was designed specifically as a games machine. The majority of CD32 game software were ports of existing Amiga 1200 or Amiga 500 titles, and many did not take advantage of CD capabilities like CD music or full-motion video. While its sales in European markets were average, the console was withdrawn from sale after only a short time as Commodore filed for bankruptcy in April 1994.

National Hispanic Recognition Program

students. Previously, an important component of the program was the CD-ROM distributed to subscribing four-year postsecondary institutions. The CD-ROM

National Hispanic Recognition Program (NHRP) was initiated in 1983 by the College Board to identify outstanding Hispanic high school students and to share information about these academically well-prepared students with subscribing colleges and universities.

Previously, in order to be eligible, students had to be at least one-quarter Hispanic. Each year, the NHRP identified approximately 5,000 of the highest-scoring students from a nationwide total of 250,000 high school juniors who took the PSAT/NMSQT and designated themselves as Hispanic, as well as approximately 200 of the top scoring PAA students from Puerto Rico. The nationwide selection also included students from Puerto Rico, the U.S. Virgin Islands, Guam, and U.S. citizens attending international and APO schools. The NHRP was expanded to the National Recognition Programs in 2019.

Intellivision Lives!

Productions released the compilation on a Windows and Macintosh hybrid CD-ROM in December 1998. Additional versions were then released for the PlayStation

Intellivision Lives! is a compilation of over 60 Intellivision video games, originally produced by Mattel Electronics and INTV Corporation between 1978 and 1990. Using original game code and software emulation, Intellivision Productions released the compilation on a Windows and Macintosh hybrid CD-ROM in December 1998. Additional versions were then released for the PlayStation 2, Xbox, and GameCube by Crave Entertainment. In 2010, Virtual Play Games released a Nintendo DS version.

Intellivision Productions later published Intellivision Rocks, which includes third-party games originally published by Activision and Imagic, as well as Intellivoice and ECS games.

Rosetta Stone (software)

Spanish) and four level-two courses (English, French, German, Spanish). A CD-ROM product called The Rosetta Stone PowerPac featured introductory versions

Rosetta Stone Language Learning is proprietary, computer-assisted language learning (CALL) software published by Rosetta Stone Inc, part of the IXL Learning family of products. The software uses images, text, and sound to teach words and grammar by spaced repetition, without translation. Rosetta Stone calls its approach Dynamic Immersion.

The software's name and logo allude to the ancient stone slab of the same name on which the Decree of Memphis is inscribed in three writing systems.

IXL Learning acquired Rosetta Stone in March 2021.

Oxford Advanced Learner's Dictionary

*hardback ISBN 0-19-431510-X international student's edition, paperback ISBN 0-19-431550-9
paperback with Genie CD-ROM ISBN 0-19-431585-1, 978-0-194-31585-2*

The Oxford Advanced Learner's Dictionary (OALD) was the first advanced learner's dictionary of English. It was first published in 1948. It is the largest English-language dictionary from Oxford University Press aimed at a non-native audience.

Users with a more linguistic interest, requiring etymologies or copious references, usually prefer the Concise Oxford English Dictionary, or indeed the comprehensive Oxford English Dictionary, or other dictionaries aimed at speakers of English with native-level competence.

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