

1. Record Nr.	UNICAMPANIASUN0014145
Autore	Bianchi, Massimo L.
Titolo	Introduzione a Paracelso / di Massimo Luigi Bianchi
Pubbl/distr/stampa	Roma : Laterza, 1995
ISBN	88-420-4641-8
Descrizione fisica	175 p. ; 18 cm.
Disciplina	610.92
Soggetti	Paracelso
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910454950403321
Titolo	Taking faith seriously [[electronic resource] /] / edited by Mary Jo Bane, Brent Coffin, Richard Higgins
Pubbl/distr/stampa	Cambridge, Mass., : Harvard University Press, 2005
ISBN	0-674-02048-0
Descrizione fisica	381 p
Classificazione	MS 6750
Altri autori (Persone)	BaneMary Jo CoffinBrent HigginsRichard <1952->
Disciplina	261.8/0973
Soggetti	Christian sociology - United States Christianity and politics - United States Church and social problems - United States Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references (p. [361]-372) and index.

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PART TWO -- Faith Communities -- The Catholic Puzzle: Parishes and
Civic Life / Bane, Mary Jo -- H. Richard Niebuhr Meets "The Street" /
McRoberts, Omar M. -- Moral Deliberation in Congregations / Coffin,
Brent -- Religious Narratives in the Public Square / Ammerman, Nancy
T. -- PART THREE -- Religion at Large -- Lutheran Social Ministry in
Transition: What's Faith Got to Do with It? / Thiemann, Ronald F. --
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and Democracy in the Pro-Life Movement / Munson, Ziad --
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Sommario/riassunto

Whether simply uneasy or downright hostile, the relation between religion and liberal democracy in this country has long been vexed and complex--and crucial to what America is and aspires to be. Amid increasingly contentious exchanges over fundamentalism, abortion rights, secularism, and pluralism, this book reminds us of the critical role that religion plays in the health and well-being of a democracy.

3. Record Nr.	UNINA9910765476103321
Autore	Bylieva Daria
Titolo	The World of Games: Technologies for Experimenting, Thinking, Learning : XXIII Professional Culture of the Specialist of the Future, Volume 2 // edited by Daria Bilyieva, Alfred Nordmann
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	9783031480164 3031480163
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (420 pages)
Collana	Lecture Notes in Networks and Systems, , 2367-3389 ; ; 829
Altri autori (Persone)	NordmannAlfred
Disciplina	794
Soggetti	Engineering - Data processing Computers and civilization Computational intelligence Data Engineering Computers and Society Computational Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part I: From Building Blocks to Augmented Reality Glasses - Technologies for Gaming -- The Metaverse: Changing the Landscape of Media Education -- Application of Phygital Games at the University in the Context of Digitalization -- An EON-XR Augmented Reality Application for Motivation Stimulation and Vocabulary Training of Master's Degree Students Majoring in Civil Engineering -- Game Technologies and High-Fidelity Patient Simulation in the field of Psychology and Medicine -- Video Games in Teaching Audiovisual Translation to University Students -- Development of a Play and Program Mobile Application Based on the Gamification Methodology -- Experience of Non-linguistics Students Creating Online Games on Foreign Language Grammar -- Part II: Games in Various Educational Environments -- Using Game Practices to Identify Teams Capable of Generating Entrepreneurial Ideas -- The Phenomenon of "Social Responsibility" as a Construct of the Humanitarian Educational Ecosystem for the Training of Future Engineers: Perspectives, Forms,

Approaches -- The Use of Gamification Elements for the Development of Creativity in Engineering -- Designing Tabletop Games for Individuals with Disabilities through Student Project activity -- Computer Games and Literary Education: Opportunities and Limitations -- A Gamification Conceptual Framework for Marketing Courses -- The Formative Role of "Model UN" in the Development of the Professional Personality of Diplomats -- Unlocking the Power of Gamification: Evaluating the Efficacy of Wizer.me in EFL Vocabulary Acquisition -- Assessment of the Creative Freedom of Students Trained in the Acting Technique "Demidov Études" -- The Development of Ethno-Cultural Empathy within a Multicultural Educational Environment: Peculiarities and Role-Playing Experiences -- Moot Court Competition in a Foreign Language : Developing Professional Competencies through a Business Game -- Gaming Technologies in the Formation of Legal Students' Professional Competencies: Moot Courts -- Technologies for Innovative Potential Development of University Students majoring in Engineering -- Gamification in Teaching Foreign Languages to Economics Students: A Case Study -- Visual Novels as a Means of Business Communication Skills Development for Computer Science Students -- WebQuest as a Means for Students' Soft Skills Development in Engineering Foreign Language Education -- Problem-Based Role Plays in Teaching English to Students of Humanities -- A Business Game Introduction into Foreign Language Training of Materials Science and Engineering Students -- Gamification in Foreign Language Education: Development of Lexical Skills in Teaching a Second Foreign Language at the University -- Gamified Communication as a Didactic tool for Mastering a Professionally Oriented Video Course in a Foreign Language -- The use of role-playing games to develop the skills of constructive communication of healthcare professionals -- The Use of Games in English Language Lessons as a Means of Communication.

Sommario/riassunto

This book reflects the various dimensions of play. It gathers together experience with role-play, tabletop, and online games and develops and assesses tools. It also reflects the human condition in this world of games as it becomes a digital world. We are living in a World of Games where every game is a world through which we learn about the world. A World of Games is fun and engaging, but it also provides deceptive pleasures. What may seem like fun is far from harmless. And then there are the many ways of learning in the mode of play.
