

1. Record Nr.	UNINA990001047400403321
Autore	Prugovecki, Eduard
Titolo	Stochastic Quantum Mechanics and Quantum Spacetime : A Consistent Unification of Relativity and Quantum Theory Based on Stochastic Spaces / by Eduard Prugovecki
Pubbl/distr/stampa	Dordrecht (NL) : Reidel, 1984
ISBN	90-277-1617-X
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Lingua di pubblicazione	Inglese
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2. Record Nr.	UNINA9910141263403321
Autore	Chen John <1967->
Titolo	50 digital team-building games [[electronic resource]] : fast, fun meeting openers, group activities and adventures using social media, smart phones, GPS, tablets, and more // John Chen
Pubbl/distr/stampa	Hoboken, N.J., : Wiley, 2012
ISBN	1-118-24031-6 1-119-20326-0 1-280-58878-0 9786613618610 1-118-22737-9
Edizione	[1st edition]
Descrizione fisica	1 online resource (236 p.)
Classificazione	BUS041000
Disciplina	658.4/022
Soggetti	Teams in the workplace Social groups Trell en equip Grups socials Llibres electrònics
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Note generali	Includes index.
Nota di contenuto	<p>50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures Using Social Media, Smart Phones, GPS, Tablets, and More; Contents; 50 Digital Team-Building Games Quick Start; How to Use This Matrix; Preface: How to Use the Games in This Book; Purpose; Initiatives or Team-Building Games; Preparation; Test Your Technology; Prepare Your Teammates; Participant Map; Facilitator Tree; Plan B (C, D, and E); Event; Log in Early; Create Invitation and Inclusion; Improv and Engage; Facilitate Success; End on a High Note and Follow Up; Facilitator Debrief</p> <p>Digital Team-Building Games Checklist-PIPE Acknowledgments; How Twitter Made This Book Happen; Introduction to 50 Digital Team-Building Games; Why Should You Buy This Book?; Where the Games Come From; The Education of a Digital Team Builder; Chapter 1: Icebreakers; Me in 140 Characters or Less-Twitter Hypernetworking; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Alpha Names-Learn Names While Learning Team Process; Goals; Game Summary; Setup; Instructions to the Audience; Power Tip; Debrief; Variations; Case Study</p> <p>Where in the World Whiteboarding-Draw Who You Are and Where You're From Goals; Game Summary; Setup; Instructions to the Audience; Variations; Case Study; Photo Booth-iPad 2 or Photo-Based Networking; Goals; Game Summary; Setup; Instructions to the Audience; Variations; Case Study; Pinterest-Pin Pictures and Websites for a Common Topic; Goals; Game Summary; Setup; Instructions to the Audience; Sample Questions; Debrief; Case Study; Chapter 2: Communication/Games for Speakers; Texting Q&A-Asking Anonymous Questions Via Text; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips</p> <p>Debrief Case Study; Raising Hands-Have You Ever . . . ?; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Polling-Team Consensus by Technology; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Case Study; TwitterStorm-Crowdsourcing Goodness; Goals; Game Summary; Setup; Instructions to the Audience; Sample Questions; Power Tips; Debrief; Case Study; Twitter Tools to Track Tweets;; A Good Overall How-To Guide for Twitter Chats; Current List of More than 500 Twitter Chats Happening Weekly</p> <p>Go Ahead, Caller-Improving Teleconference Skills with a Game Show Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Variations; Case Study; Model Citizen-Testing Communication Assumptions by Building a Model They Can't See; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Backchannel-Instant Feedback by Group Text; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Case Study; Team Pecha Kucha (peh-chak-cha-) Team Presentation with 20 Slides for 20 Seconds Each; Goals; Game Summary; Setup</p> <p>Instructions to the Audience</p>
Sommario/riassunto	<p>"Use technology to increase loyalty and productivity in your employees 50 Digital Team Building Games offers fun, energizing meeting openers, team activities, and group adventures for business teams, using Twitter, GPS, Facebook, smartphones, and other technology. The games can be played in-person or virtually, and range</p>

from 5-minute ice-breakers to an epic four-hour GPS-based adventure. Designed to be lead by managers, facilitators, presenters, and speakers, the activities help teams and groups get comfortable with technology, get to know each other better, build trust, improve communication, and more. No need to be a "techie" to lead these games--they're simple and well-scripted. Author John Chen is the CEO of Geoteaming, a company that uses technology and adventure to teach teams how to collaborate. How to lead a simple, fast, fun team building activity with easy-to-follow instructions How to create successful "virtual" team building that requires NO travel and little to no additional expenses How to engage standoffish engineers, "hard to reach" technical teams, or Gen X/Y teammates with technology they enjoy using Successful technology-based team building can build buzz for your company, build critically important relationships and communication internally, and keep your team talking about it for weeks afterward!"--
