

1. Record Nr.	UNINA990003050040403321
Titolo	I distretti industriali : crisi o evoluzione? / a cura di Fabrizio Onida, Gianfranco Viesti, Anna Maria Falzoni
Pubbl/distr/stampa	Milano : EGEA, c1992
ISBN	88-238-0142-7
Descrizione fisica	XIII, 385 p. ; 24 cm
Collana	Atti & monografie ; 9
Locazione	DARPU SE S PGBC
Collocazione	2174 sez. Andriello F/3.112 ONI/1 F/3.112 ONI/2 XV H2 34
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	In copert: Camera di Commercio industria artigianato e agricoltura di Milano ; Cespri

2. Record Nr.	UNINA9910783448003321
Autore	Nelson Bob <1956->
Titolo	The management bible [[electronic resource] /] / Bob Nelson, Peter Economy
Pubbl/distr/stampa	Hoboken, N.J., : John Wiley & Sons, Inc., c2005
ISBN	1-280-25252-9 9786610252527 0-471-72560-9
Edizione	[1st edition]
Descrizione fisica	1 online resource (305 p.)
Altri autori (Persone)	EconomyPeter
Disciplina	658.4
Soggetti	Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	The art and science of management -- What managers do -- The challenge of change -- Leadership : the people thing -- Hiring and retaining the best people -- Motivating employees -- Coaching & development -- Mentoring employees -- Execution : getting the job done -- Setting goals -- Using delegation to your advantage -- Monitoring employee performance -- Building employee accountability -- Building high-performance teams -- Improving communication -- Working with teams -- Making meetings more effective -- Management challenges -- Discipline and corrective action -- Terminating employees when necessary -- Ethics and office politics.
Sommario/riassunto	The Management Bible is the most comprehensive book on the topic of management available anywhere. It offers in-depth coverage of the entire range of essential topics for today's managers and supervisors- from beginners to seasoned veterans-and includes practical, effective solutions for the everyday problems every manager faces. In addition, the book also includes proven tips and tactics that help managers grow into more effective, efficient leaders. Authors Bob Nelson and Peter Economy reveal everything you need to know to keep up with today's rapidly changing business environment, inc

3. Record Nr.	UNINA9910824489803321
Autore	Markey Karen
Titolo	Designing online information literacy games students want to play // Karen Markey, Chris Leeder, and Soo Young Rieh
Pubbl/distr/stampa	Lanham, Maryland : , : Rowman & Littlefield, , 2014 ©2014
ISBN	0-8108-9143-3
Descrizione fisica	1 online resource (303 p.)
Disciplina	028.7071
Soggetti	Information literacy - Study and teaching Educational games - Design and construction Educational games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Illustrations; Preface; Acknowledgments; Ch01. The Promise of Games for Information Literacy Instruction; Ch02. The Needs Assessment; Ch03. The Design of an Information Literacy Game; Ch04. The BiblioBouts Administrator Interface; Ch05. The BiblioBouts Game; Ch06. The Methods Used to Evaluate BiblioBouts; Ch07. Preparing Students to Play BiblioBouts; Ch08. How Students Played BiblioBouts; Ch09. How Students Evaluated BiblioBouts Sources; Ch10. How BiblioBouts Influenced Students' Research Papers; Ch11. How Students Benefited from Playing BiblioBouts Ch12. Best Practices for Building Information Literacy GamesCh13. Best Practices for Administrator, Instructional, and User Support Services; Ch14. The Future of Information Literacy Games; Appendix A. Game Diary Form for Students; Appendix B. Pre-Game Questionnaire for Students; Appendix C. Post-Game Questionnaire for Students; Appendix D. Focus Group Interview Questions for Students; Appendix E. Follow-Up Interview Questions for Students; Appendix F. Game Logs; Appendix G. Personal Interview Questions for Instructors; Appendix H. Personal Interview Questions for Library Liaisons BibliographyIndex
Sommario/riassunto	Designing Online Information Literacy Games Students Want to Play

sets the record straight with regard to the promise of games for motivating and teaching students in educational environments. Drawing from their own first-hand experience, research, and networking, the authors feature best practices that educators and game designers in LIS specifically and other educational fields generally need to know so that they build classroom games that students want to play.
