

1.	Record Nr.	UNINA990003128820403321
	Titolo	Mercato e moneta alla luce delle società di antico regime : Riflessioni di metodo sostanziate da fonti vicentine / by Luca Clerici, 2000
	Collana	Discussion Papers / Dipartimento di scienze economiche "Marco Fanno", Padova ; 2000.13
	Locazione	SE
	Collocazione	S Paper
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNISA996226117503316
	Autore	Horton William K (William Kendall)
	Titolo	E-learning by design [[electronic resource] /] / by William Horton
	Pubbl/distr/stampa	San Francisco : , : Pfeiffer , 2012
	ISBN	1-118-11836-7 1-118-25603-4 9786613332196 1-283-33219-1 1-118-11838-3
	Edizione	[2nd Ed.]
	Descrizione fisica	1 online resource (640 p.)
	Classificazione	BUS066000
	Disciplina	658.3/124040285
	Soggetti	Employees - Training of - Computer-assisted instruction Computer-assisted instruction - Design
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Designing e-learning -- Absorb-Type Activities -- Do-Type Activities -- Connect-Type Activities -- Tests -- Topics -- Games and Simulations -- Social Learning -- Mobile Learning -- Design For the Virtual

Sommario/riassunto

"Since the first edition of E-learning by Design, e-learning has evolved rapidly and fringe techniques have moved into the mainstream. Underlying and underwriting these changes in e-learning are advances in technology and changes in society. The second edition of the bestselling book E-Learning by Design offers a comprehensive look at the concepts and processes of developing, creating, and implementing a successful e-learning program. This practical, down-to-earth resource is filled with clear information and instruction without over simplification. The book helps instructors build customized e-learning programs from scratch—building on core principles of instructional design to: develop meaningful activities and lessons; create and administer online tests and assessments; design learning games and simulations; and implement an individualized program." -- Publisher's description.

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