

1. Record Nr.	UNINA990006038340403321
Autore	Auerbach, Alan J.
Titolo	Handbook public / edited by Alan J. Auerbach and Martin Feldstein
Pubbl/distr/stampa	North, Holland : Elsevier, , 1985
Descrizione fisica	2 v. ; 24 cm
Collana	Handbooks in economics ; 4
Disciplina	330
Locazione	FGBC
Collocazione	XV T 4
Lingua di pubblicazione	Non definito
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910453845103321
Autore	Calin William
Titolo	The lily and the thistle : the French tradition and the older literature of Scotland : essays in criticism // William Calin
Pubbl/distr/stampa	Toronto, [Ontario] ; ; Buffalo, [New York] ; ; London [England] : , : University of Toronto Press, , 2014 ©2014
ISBN	1-4426-6624-2
Descrizione fisica	1 online resource (426 p.)
Disciplina	820.994110902
Soggetti	Scottish literature - To 1700 - History and criticism Scottish literature - To 1700 - French influences Electronic books.
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

Frontmatter -- Contents -- Acknowledgments -- Introduction -- Part One. High Courtly Narrative: The Tale of Love -- 1. The Kingis Quair -- 2. Robert Henryson, The Testament of Cresseid -- 3. Gavin Douglas, The Palice of Honour -- 4. William Dunbar, The Goldyn Targe and The Thrissill and the Rois -- 5. John Rolland, The Court of Venus -- Part Two. The Comic, Didactic, and Satiric: A Mode of Clerical Provenance -- 6. Robert Henryson, Morall Fabillis -- 7. William Dunbar, Tretis of the Tua Mariit Wemen and the Wedo and Public Court Didactic Verse -- 8. David Lyndsay, Ane Satyre of the Thrie Estaitis, The Testament of the Papyngo, and Squyer Meldrum -- 9. The Freiris of Berwik -- 10. King Hart -- Part Three. Romance -- 11. Fergus -- 12. Lancelot of the Laik -- 13. Golagros and Gawane -- 14. The Taill of Rauf Coilyear -- 15. Eger and Grime -- Part Four. Scots Renaissance: Soundings -- 16. Mary Queen of Scots -- 17. King James VI -- 18. William Alexander, The Monarchicke Tragedies -- 19. William Drummond of Hawthornden -- Conclusion -- Notes -- Bibliography -- Index

---

## Sommario/riassunto

In *The Lily and the Thistle*, William Calin argues for a reconsideration of the French impact on medieval and renaissance Scottish literature. Calin proposes that much of traditional, medieval, and early modern Scottish culture, thought to be native to Scotland or primarily from England, is in fact strikingly international and European. By situating Scottish works in a broad intertextual context, Calin reveals which French genres and modes were most popular in Scotland and why. *The Lily and the Thistle* provides appraisals of medieval narrative texts in the high courtly mode (equivalent to the French "dits amoureux"); comic, didactic, and satirical texts; and Scots romance. Special attention is accorded to texts composed originally in French such as the Arthurian "Roman de Fergus," as well as to the lyrics of Mary Queen of Scots and little known writers from the French and Scottish canons. By considering both medieval and renaissance works, Calin is able to observe shifts in taste and French influence over the centuries.

---

3. Record Nr.	UNINA9910524895803321
Autore	Klopfer Eric
Titolo	Resonant games : design principles for learning games that connect hearts, minds, and the everyday // Eric Klopfer, Jason Haas, Scot Osterweil, and Louisa Rosenheck
Pubbl/distr/stampa	Cambridge, : The MIT Press, 2018 Cambridge, Massachusetts : , : The MIT Press, , [2018]
ISBN	0-262-34608-7 0-262-34607-9
Descrizione fisica	1 online resource (267 pages)
Collana	The John D. and Catherine T. Macarthur Foundation series on digital media and learning
Disciplina	371.337
Soggetti	Video games in education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Our game could be your life -- Resonant learning -- In a game, you can be whoever you want to be -- I wish I could go on here forever -- Discovering the secret world of Ysola -- Beetles, beasties, and bunnies in your back pocket -- Doorway to games -- Measuring resonant success -- Games not gamification.
Sommario/riassunto	Principles for designing educational games that integrate content and play and create learning experiences connecting to many areas of learners' lives.