

1. Record Nr.	UNINA990006964620403321
Autore	Legrenzi, Paolo
Titolo	Psicologia cognitiva applicata : pensare e comunicare / Paolo Legrenzi
Pubbl/distr/stampa	Roma - Bari : GLF Editori Laterza, 2001
ISBN	88-420-6351-7
Descrizione fisica	VI, 241 p. ; 21 cm
Collana	Scienze della mente ; 9
Disciplina	153.4
Locazione	FSPBC
Collocazione	Collez. 1848 (9)
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910455352703321
Autore	Partin Ronald L
Titolo	The classroom teacher's survival guide [[electronic resource]] : practical strategies, management techniques, and reproducibles for new and experienced teachers // Ronald L. Partin; foreword by Stephen G. Barkley
Pubbl/distr/stampa	San Francisco, CA, : Jossey-Bass, c2009
ISBN	1-282-46118-4 9786612461187 0-470-61546-X
Edizione	[3rd ed.]
Descrizione fisica	1 online resource (386 p.)
Collana	Jossey-Bass teacher
Disciplina	371.1024
Soggetti	Classroom management Teaching Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Note generali	Previous ed.: 2005. "Grades K-12".
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	The Classroom Teacher's Survival Guide: Practical Strategies, Management Techniques and Reproducibles for New and Experienced Teachers, Third Edition; Contents; Foreword; About the Author; Acknowledgments; Chapter 1: Creating a Supportive Learning Environment from Day One; Chapter 2: Nurturing Positive Student Behavior; Chapter 3: Time Management and Organizational Strategies; Chapter 4: Creating Successful Lessons; Chapter 5: Interactive Teaching and Learning Strategies; Chapter 6: Assessment and Testing Tools; Chapter 7: Building a Learning Community; Chapter 8: Staying on Top of Your Game Chapter 9: Helpful Resources for Teachers
Sommaro/riassunto	An updated edition of the best-selling book for teacher success in the classroom. Designed for new and experienced teachers alike, this thoroughly revised and updated edition offers a value-packed, practical source of ready-to-use tips and strategies for meeting the challenges teachers face everyday while organizing and managing a classroom. The third edition includes entirely new sections on teaching English language learners, inquiry-based learning, building positive teacher-student relationships, wrapping up the school year, and much more. The book also features many new forms, pre

3. Record Nr.	UNISA996492066803316
Autore	Breuer Henning
Titolo	Gamification for Innovators and Entrepreneurs : Using Games to Drive Innovation and Facilitate Learning // John Bessant, Henning Breuer, Sune Gudiksen
Pubbl/distr/stampa	Berlin ; ; Boston : , : De Gruyter, , [2022] ©2022
ISBN	3-11-072558-4
Descrizione fisica	1 online resource (219 p.)
Disciplina	658.514
Soggetti	BUSINESS & ECONOMICS / Entrepreneurship
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- About the authors -- Preface -- Contents -- Part I Gamification, games and play as drivers of innovation and entrepreneurship -- Introduction -- Chapter 1 Challenges: Gamification and games to tackle grand challenges -- Chapter 2 Play: Playing games to develop ourselves -- Chapter 3 Innovation and entrepreneurship: Gamification and games in the innovation and entrepreneurship space -- Part II Using, adapting and creating games -- Introduction -- Chapter 4 Patterns: A pattern approach to gamification for innovation and entrepreneurship -- Chapter 5 Games: Using and adapting games for innovation and entrepreneurship -- Chapter 6 Gamification: Creating new gamified formats and games for unique challenges -- Part III Games tackling grand challenges in innovation and entrepreneurship -- Introduction -- Chapter 7 Games: Corporate sustainability innovation -- Chapter 8 Games: Customer first change -- Chapter 9 Games: Business model branching -- Chapter 10 Games: Shift innovation barriers -- Chapter 11 Games: Proximity seeker -- Chapter 12 Games: Ecosystem Canvas -- Chapter 13 Games: Lego serious play -- Part IV Our future with games for innovation and entrepreneurship -- Introduction -- Chapter 14 Education: Games for learning and training and teaching gamification -- Chapter 15 What's next? Future challenges and chances for gamification -- Chapter 16 Outlook: What's your future with games? -- Appendix 1 Gamification

design patterns -- Appendix 2 Overview of games discussed in the book -- Appendix 3 Overview of games to facilitate values-based innovation -- Appendix 4 Overview of games to facilitate sustainability-oriented innovation -- References -- List of figures -- Index

Sommario/riassunto

Gamification for Innovators and Entrepreneurs is about an exciting, still emerging superpower. One that empowers you to use, repurpose and create games that will help solve the great societal and organisational challenges that companies, startups and nonprofits are facing today – games that are explicitly designed and can be iteratively improved to engage stakeholders, facilitate experimentation and actually drive innovation. What makes gamification a superpower is its use of powerful methods and techniques from diverse disciplines and traditions – like futures studies, user experience, agile management, design thinking or business design – in a new, action-oriented and engaging framework. Each game world is a safe, playful space, where groups are free to experiment in innovative and inclusive forms of collaboration. Gamification for Innovators and Entrepreneurs builds on insights and knowledge from over 150 leading experts in the field. It provides a rich collection of materials for innovators, entrepreneurs and game designers that allows you to dive deep into innovation and entrepreneurship, into games and gamification. You can build on 36 gamification design patterns – like dilemma solving, experiential learning, innovation markets and storytelling – and use a game design canvas to create your own innovation games. Or you can customize some of the 70+ games featured in the book that are already in use by innovators, entrepreneurs and professional trainers. Additional resources are provided for teachers and game facilitators. The superpower of gamification does not yield simplistic solutions – but the resources from Gamification for Innovators and Entrepreneurs will provide you with the means and the confidence to tackle some of the great challenges we are all facing today. An easily accessible and comprehensive overview on gamification and games in the context of innovation and entrepreneurship Draws on several collaborative research projects involving partners such as Lego, Deutsche Telekom, Lufthansa Systems, 3M, Danske Bank, and Nokia Systems. Extensive experience of the authors in the facilitation of games, their role as an enabler of learning and their potential to facilitate transformation. 36 reusable gamification design patterns, a five-step process and a game design canvas to create one's own innovation games Summaries and references of more than 70+ customizable games that are already in use by innovators, entrepreneurs and professional trainers Educational materials for teachers, trainers and game facilitators
