

1. Record Nr.	UNISA996390423203316
Autore	A. B
Titolo	The sick-mans rare jewel [[electronic resource]] : wherein is discovered a speedy way how every man may recover lost health, and prolong life, how he may know what disease he hath, and how he himself may apply proper remedies to every disease, with the description, definition, signs and syptoms [sic] of those diseases. (Viz.) The scurvy, leues venerea, gonorrhœa, dropsies, catarrhs, chollick, gouts, madness, frensies of all sorts, fever, jaundise, consumptions, ptisick, swooundings, histerick passions, pleurisies, cachexia's, worms, vapours, hypochondriack melancholly, stone, strangury, with the whole troop of diseases most afflicting the bodies of men, women and children; with a supply of suitable medicines; ... a piece profitable for every person and family, and all that travel by sea or land. By B.A
Pubbl/distr/stampa	London, : printed by T.R. and N.T. and are to be sold by the booksellers, and by the author, at the sign of the Angel against the Church-door at the upper end of Thredneedle-street, near the Royal-Exchange, M DC LXXIV. [1674]
Descrizione fisica	[18], 112, 97-218, [4] p
Soggetti	Medicine
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	With a final errata leaf. Reproduction of the original in the Royal College of Surgeons, London, Library.
Sommario/riassunto	eebo-0137

2. Record Nr.	UNINA9910162827903321
Autore	McMunn-Tetangco Elizabeth
Titolo	Gamification : a practical guide for librarians // Elizabeth McMunn-Tetangco
Pubbl/distr/stampa	Lanham, Maryland : , : Rowman & Littlefield, , 2017 ©2017
ISBN	1-4422-7913-3 1-4422-7914-1
Descrizione fisica	1 online resource (149 pages) : illustrations
Collana	Practical Guides for Librarians ; ; Number 31
Disciplina	025.5
Soggetti	Libraries - Activity programs Libraries - Special collections - Games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Why games? -- Personalization -- Setting goals and objectives -- Designing your project -- Identifying partners and making a case -- Types of games -- Using games in instruction -- Game accessibility -- Games assessment -- Themes and predictions.