

1. Record Nr.	UNINA9910454561303321
Autore	O'Brien Peter <1960, >
Titolo	Beyond the swastika // Peter O'Brien
Pubbl/distr/stampa	London ; ; New York : , : Routledge, , 1996
ISBN	1-134-77326-9 1-280-31962-3 0-203-43765-9
Descrizione fisica	1 online resource (176p.)
Disciplina	305.8/00943
Soggetti	Nationalism - Germany Noncitizens - Germany Liberalism - Germany Racism - Germany Xenophobia - Germany Electronic books. Germany Ethnic relations
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references (p. 129-132) and index.
Nota di contenuto	chapter 1 GERMANY BETWEEN NATIONALISM AND LIBERALISM -- chapter 2 ESCAPING THE PAST -- chapter 3 LIBERALIZING AUSLANDERPOLITIK 1969-1982 -- chapter 4 CONSERVATIVE LIBERALISM 1982-1990 -- chapter 5 UNITED GERMANY: BUNDESREPUBLIK OR DEUTSCHLAND?.
Sommario/riassunto	Since re-unification, fears of resurgent German nationalism have mounted. O'Brien argues that these fears are exaggerated, and documents a longstanding, steadily increasing commitment to the liberal policies of the Basic Law which protects foreigners.

2. Record Nr.	UNINA9910629589703321
Autore	Breuer Henning
Titolo	Gamification for innovators and entrepreneurs : using games to drive innovation and facilitate learning / / Henning Breuer, John Bessant, Sune Gudiksen
Pubbl/distr/stampa	Berlin ; ; Boston : , : De Gruyter, , [2022] ©2022
Descrizione fisica	1 online resource (219 pages) : illustrations
Disciplina	658.40353
Soggetti	Gamification Technological innovations - Management Entrepreneurship
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references (pages 193-211) and index.
Nota di contenuto	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 / Henning Breuer and Kiril Ivanov -- Chapter 8 Games: Customer first change / Sune Gudiksen, Lisa Weber and Leif Sørensen -- Chapter 9 Games: Business model branching / Sune Gudiksen -- Chapter 10 Games: Shift innovation barriers / Sune Gudiksen and Carina Leue-Bensch -- Chapter 11 Games: Proximity seeker / Keila Z. Perez Quinones and Sune Gudiksen -- Chapter 12 Games: Ecosystem Canvas / Jacob Thomsen and Sune Gudiksen -- Chapter 13 Games: Lego serious play / Sandra Dijk, Sina

Plietzsch and Claudia Lehmann -- 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.

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## 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.

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3. Record Nr.	UNINA9910168757403321
Autore	Allihn Ingeborg
Titolo	Le concert et son public : Mutations de la vie musicale en Europe de 1780 à 1914 (France, Allemagne, Angleterre) // Hans Erich Bödeker, Michael Werner, Patrice Veit
Pubbl/distr/stampa	Paris, : Éditions de la Maison des sciences de l'homme, 2016
ISBN	2-7351-1816-9
Descrizione fisica	1 online resource (494 p.)
Altri autori (Persone)	BorsayPeter BuddeGunilla-Friederike DanielUte Devriès-LesureAnik DideriksenGabriella Erich BödekerHans HaineMalou HortschanskyKlaus LeppertRichard MatthesIsabel McVeighSimon MetteleGisela MussatMarie-Claire PaslerJann RocheDaniel SprangChristian TaddayUlrich TaïebPatrick VeitPatrice VierhausRudolf WeberWilliam WernerMichael BödekerHans Erich
Soggetti	Concerts - France Concerts - Germany Concerts - England Music audiences - France Music audiences - Germany Music audiences - England

Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>Depuis son émergence au xviii<sup>e</sup> siècle, le concert est devenu un lieu central de l'activité musicale, aussi bien pour les musiciens que pour le public. Les transformations profondes que cette forme d'exécution et d'appropriation de la musique a connues pendant les deux derniers siècles et qui déterminent nos propres rapports à la musique, sont susceptibles d'éclairer une histoire des pratiques liées à la musique entre 1780 et le début du xxe siècle. Dans une démarche pluridisciplinaire et comparative centrée sur la France, l'Allemagne et l'Angleterre, les directions présentées dans cet ouvrage dessinent le cadre d'une première approche cherchant à ouvrir le fait musical à l'ensemble des questionnements qui, depuis quelques décennies, ont renouvelé tant l'histoire sociale que l'histoire des faits de culture. Les enjeux économiques, les acteurs qui contribuent à l'évolution de la vie de concert, l'ancrage spatial du concert, les modes d'appropriation et d'écoute de la musique constituent les grandes interrogations qui servent de trame au livre. Le marché de l'édition musicale et la presse, l'agent de concert et les sociétés de musique, la salle de concert et le kiosque, le public, sa composition sociale et ses comportements face à la musique, sont autant d'éléments analysés dans les contributions rassemblées. En abordant le thème du concert sous l'angle d'une histoire socioculturelle de la musique, ce volume se veut une tentative pour décloisonner approches musicologiques, sociologiques et historiques de la musique.</p>