1.	Record Nr.	UNINA9910252054303321
	Autore	Béroul
	Titolo	Tristano e Isotta / Béroul ; a cura di Gioia Paradisi
	Pubbl/distr/stampa	Alessandria : Edizioni dell'Orso, 2013
	ISBN	978-88-6274-450-8
	Descrizione fisica	418 p. ; 20 cm
	Collana	Gli orsatti ; 35
	Disciplina	841.1
	Locazione	FLFBC
	Collocazione	841.1 BERO 1
	Lingua di pubblicazione	Francese (ca. 842-1400)
		Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.
Record Nr.	UNINA9910824489803321
Autore	Markey Karen
Titolo	Designing online information literacy games students want to play / / Karen Markey, Chris Leeder, and Soo Young Rieh
Pubbl/distr/stampa	Lanham, Maryland : , : Rowman & Littlefield, , 2014 ©2014
ISBN	0-8108-9143-3
Descrizione fisica	1 online resource (303 p.)
Disciplina	028.7071
Soggetti	Information literacy - Study and teaching Educational games - Design and construction Educational games
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	Contents; Illustrations; Preface; Acknowledgments; Ch01. The Promise of Games for Information Literacy Instruction; Ch02. The Needs Assessment; Ch03. The Design of an Information Literacy Game; Ch04. The BiblioBouts Administrator Interface; Ch05. The BiblioBouts Game; Ch06. The Methods Used to Evaluate BiblioBouts; Ch07. Preparing Students to Play BiblioBouts; Ch08. How Students Played BiblioBouts; Ch09. How Students Evaluated BiblioBouts Sources; Ch10. How BiblioBouts Influenced Students' Research Papers; Ch11. How Students Benefited from Playing BiblioBouts Ch12. Best Practices for Building Information Literacy GamesCh13. Best Practices for Administrator, Instructional, and User Support Services; Ch14. The Future of Information Literacy Games; Appendix A. Game Diary Form for Students; Appendix B. Pre-Game Questionnaire for Students; Appendix C. Post-Game Questionnaire for Students; Appendix D. Focus Group Interview Questions for Students; Appendix E. Follow-Up Interview Questions for Students; Appendix F. Game Logs; Appendix G. Personal Interview Questions for Instructors; Appendix H. Personal Interview Questions for Library Liaisons BibliographyIndex
Sommario/riassunto	Designing Online Information Literacy Games Students Want to Play

sets the record straight with regard to the promise of games for motivating and teaching students in educational environments. Drawing from their own first-hand experience, research, and networking, the authors feature best practices that educators and game designers in LIS specifically and other educational fields generally need to know so that they build classroom games that students want to play.