

1. Record Nr.	UNINA9910141263403321
Autore	Chen John <1967->
Titolo	50 digital team-building games [[electronic resource]] : fast, fun meeting openers, group activities and adventures using social media, smart phones, GPS, tablets, and more / / John Chen
Pubbl/distr/stampa	Hoboken, N.J., : Wiley, 2012
ISBN	1-118-24031-6 1-119-20326-0 1-280-58878-0 9786613618610 1-118-22737-9
Edizione	[1st edition]
Descrizione fisica	1 online resource (236 p.)
Classificazione	BUS041000
Disciplina	658.4/022
Soggetti	Teams in the workplace Social groups Treball en equip Grups socials Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures Using Social Media, Smart Phones, GPS, Tablets, and More; Contents; 50 Digital Team-Building Games Quick Start; How to Use This Matrix; Preface: How to Use the Games in This Book; Purpose; Initiatives or Team-Building Games; Preparation; Test Your Technology; Prepare Your Teammates; Participant Map; Facilitator Tree; Plan B (C, D, and E); Event; Log in Early; Create Invitation and Inclusion; Improv and Engage; Facilitate Success; End on a High Note and Follow Up; Facilitator Debrief Digital Team-Building Games Checklist-PIPEAcknowledgments; How Twitter Made This Book Happen; Introduction to 50 Digital Team-Building Games; Why Should You Buy This Book?; Where the Games Come From; The Education of a Digital Team Builder; Chapter 1: Icebreakers; Me in 140 Characters or Less-Twitter Hypernetworking;

Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Alpha Names-Learn Names While Learning Team Process; Goals; Game Summary; Setup; Instructions to the Audience; Power Tip; Debrief; Variations; Case Study Where in the World Whiteboarding-Draw Who You Are and Where You're From Goals; Game Summary; Setup; Instructions to the Audience; Variations; Case Study; Photo Booth-iPad 2 or Photo-Based Networking; Goals; Game Summary; Setup; Instructions to the Audience; Variations; Case Study; Pinterest-Pin Pictures and Websites for a Common Topic; Goals; Game Summary; Setup; Instructions to the Audience; Sample Questions; Debrief; Case Study; Chapter 2: Communication/Games for Speakers; Texting Q&A-Asking Anonymous Questions Via Text; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips Debrief Case Study; Raising Hands-Have You Ever . . . ?; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Polling-Team Consensus by Technology; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Case Study; TwitterStorm-Crowdsourcing Goodness; Goals; Game Summary; Setup; Instructions to the Audience; Sample Questions; Power Tips; Debrief; Case Study; Twitter Tools to Track Tweets;; A Good Overall How-To Guide for Twitter Chats; Current List of More than 500 Twitter Chats Happening Weekly Go Ahead, Caller-Improving Teleconference Skills with a Game Show Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Variations; Case Study; Model Citizen-Testing Communication Assumptions by Building a Model They Can't See; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Backchannel-Instant Feedback by Group Text; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Case Study; Team Pecha Kucha (peh-chak-cha-)Team Presentation with 20 Slides for 20 Seconds Each; Goals; Game Summary; Setup Instructions to the Audience

Sommario/riassunto

"Use technology to increase loyalty and productivity in your employees50 Digital Team Building Games offers fun, energizing meeting openers, team activities, and group adventures for business teams, using Twitter, GPS, Facebook, smartphones, and other technology. The games can be played in-person or virtually, and range from 5-minute ice-breakers to an epic four-hour GPS-based adventure. Designed to be lead by managers, facilitators, presenters, and speakers, the activities help teams and groups get comfortable with technology, get to know each other better, build trust, improve communication, and more. No need to be a "techie" to lead these games--they're simple and well-scripted. Author John Chen is the CEO of Geoteaming, a company that uses technology and adventure to teach teams how to collaborate. How to lead a simple, fast, fun team building activity with easy-to-follow instructions How to create successful "virtual" team building that requires NO travel and little to no additional expenses How to engage standoffish engineers, "hard to reach" technical teams, or Gen X/Y teammates with technology they enjoy using Successful technology-based team building can build buzz for your company, build critically important relationships and communication internally, and keep your team talking about it for weeks afterward!"--

2. Record Nr.	UNINA9910299422803321
Titolo	The Danube River Basin // edited by Igor Liska
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2015
ISBN	3-662-47739-4
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XV, 523 p. 185 illus., 125 illus. in color.)
Collana	The Handbook of Environmental Chemistry, , 1867-979X ; ; 39
Disciplina	577.64
Soggetti	Environmental chemistry Water quality Water - Pollution Geochemistry Analytical chemistry Hydrology Environmental Chemistry Water Quality/Water Pollution Analytical Chemistry Hydrology/Water Resources
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	International management of a river basin - the Danube case -- Nutrient Management in the Danube River Basin -- Pollution by nutrients in the Danube River Basin -- The Danube Water Quality Model and its application in the Danube River Basin -- Pollution by heavy metals in the Danube River Basin -- Identification of the Danube river basin specific pollutants and their retrospective risk assessment.-EU WFD organic priority substances in water, suspended particulate matter, sediments and biota in the Danube -- Semi-volatile organic compounds in water, suspended particulate matter, sediments and biota in the Danube -- Alkylphenolic compounds in the Danube River -- PAH and petroleum hydrocarbon contamination in water, suspended particulate matter, sediments and biota in the Danube -- Pollution of groundwater in the Danube River Basin by hazardous substances --

Hazardous and emerging substances in drinking water resources in the Danube River Basin -- Radioactivity in the Danube -- Short Overview on the Benthic Macroinvertebrate Fauna of the Danube River -- Phytobenthos of the River Danube -- Macrophytes in the Danube River -- Current status of fish communities in the Danube -- Invasive alien species in the Danube -- Phytoplankton of the River Danube: Composition, seasonality and long-term dynamics -- Gaps and uncertainties in the ecological status assessment in the Danube River Basin District -- Microbiological Water Quality of the Danube River: Status Quo and Future Perspectives -- Hydromorphology of the Danube -- Danube River sediment transport and morphodynamics -- Hydrological and biogeochemical characterisation of the Danube River system using isotopes.

Sommario/riassunto

This volume offers a comprehensive review of the chemical, biological and hydromorphological quality of the Danube. The first part examines the chemical pollution of surface waters, focusing on organic compounds (with special emphasis given to EU WFD priority substances and Danube River Basin specific pollutants), heavy metals and nutrients. Attention is also given to pollution of groundwater and drinking water resources by hazardous substances and to radioactivity in the Danube. The second part highlights the biology and hydromorphology of the Danube. It focuses on benthic macroinvertebrates, phytobenthos, macrophytes, fish, phytoplankton as well as microbiology, with chapters dedicated to gaps and uncertainties in the ecological status assessment and to invasive alien species. Further chapters dealing with the hydromorphology, sediment management and isotope hydrology complete the overall picture of the status of the Danube.
