

1. Record Nr.	UNINA9910404085703321
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Titolo	Understanding Game-based Approaches for Improving Sustainable Water Governance: The Potential of Serious Games to Solve Water Problems
Pubbl/distr/stampa	MDPI - Multidisciplinary Digital Publishing Institute, 2020
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Descrizione fisica	1 electronic resource (272 p.)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>The sustainable governance of water resources relies on processes of multi-stakeholder collaborations and interactions that facilitate knowledge co-creation and social learning. Governance systems are often fragmented, forming a barrier to adequately addressing the myriad of challenges affecting water resources, including climate change, increased urbanized populations, and pollution. Transitions towards sustainable water governance will likely require innovative learning partnerships between public, private, and civil society stakeholders. It is essential that such partnerships involve vertical and horizontal communication of ideas and knowledge, and an enabling and democratic environment characterized by informal and open discourse. There is increasing interest in learning-based transitions. Thus far, much scholarly thinking and, to a lesser degree, empirical research has gone into understanding the potential impact of social learning on multi-stakeholder settings. The question of whether such learning can be supported by forms of serious gaming has hardly been asked. This Special Issue critically explores the potential of serious games to support multi-stakeholder social learning and collaborations in the context of water governance. Serious games may involve simulations of real-world events and processes and are challenge players to solve contemporary societal problems; they, therefore, have a purpose beyond entertainment. They offer a largely untapped</p>

potential to support social learning and collaboration by facilitating access to and the exchange of knowledge and information, enhancing stakeholder interactions, empowering a wider audience to participate in decision making, and providing opportunities to test and analyze the outcomes of policies and management solutions. Little is known about how game-based approaches can be used in the context of collaborative water governance to maximize their potential for social learning. While several studies have reported examples of serious games, there is comparably less research about how to assess the impacts of serious games on social learning and transformative change.

2. Record Nr.	UNINA9910674035803321
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Titolo	Physical Activity in the Elderly and Orthopaedic Surgery
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Descrizione fisica	1 electronic resource (206 p.)
Soggetti	Humanities Social interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Old age is increasingly becoming the focus of research and development in Europe. Concerning orthopaedics and sports medicine, the elderly especially are considered as frail patients who need support to maintain the health of their musculoskeletal systems. For this reason, several interventions regarding physical activity have been investigated in recent years in order to understand whether some programs of physical activity are better than others as conservative treatments for degenerative musculoskeletal pathologies (i.e., osteoarthritis, rotator cuff arthropathy, and lower back pain). Furthermore, several investigations have been carried out to

understand the best preoperative and postoperative protocols of physical activity to improve the results of orthopaedic surgery. The aim of this Special Issue was to collect the updated evidence concerning these topics in the form of a collection of systematic reviews of the literature.
