

1. Record Nr.	UNINA9910451510703321
Titolo	Facilities management : innovation and performance // edited by Keith Alexander. [et al.]
Pubbl/distr/stampa	New York : , : Spon Press, , 2004
ISBN	1-138-17234-0 1-134-35690-0 1-280-06285-1 9786610062850 6610062854 0-203-09374-7
Edizione	[1st ed.]
Descrizione fisica	1 online resource (174 p.)
Classificazione	85.05
Altri autori (Persone)	AlexanderKeith
Disciplina	658.2
Soggetti	Facility management Electronic books.
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	Organisational change and learning : an introduction / Keith Alexander -- Space place and people : facilities management and critical theory / Bob Grimshaw -- Organisational change, representations and facilities / Michael Fenker -- Space use among growth companies : linking the theories / Jan Brochner and Paul Dettwiler -- Innovation and the innovative workplace : an introduction / Brian Atkin -- Why do real estate actors weight adaptability differently for office buildings? / Kirsten Arge -- Towards a more sustainable industrial workplace / John Hudson -- The emergence of supply chain management as a strategic facilities management tool / Margaret-Mary Nelson -- Performance : an introduction / Jan Brochner -- Business-related performance measures for facilities management / John Hinks -- Developing balanced scorecards for facilities management / Dilanthi Amaratunga and David Baldry -- Towards knowledge workplaces : an introduction / Tore I. Haugen -- The knowledge workplace : what really matters / Linariza Haron -- Towards typologies of knowledge work and workplaces / Reidar Gjersvik and Siri H. Blakstad -- Appendix : A European

workplace knowledge network / Keith Alexander.

Sommario/riassunto

Facilities Management sets out a new framework for the discipline of facilities management which challenges many of the norms and which sets out new methods for optimising the performance of a business. Successful facilities managers need a range of skills and need to be able to devise a range of innovative strategies for the future of the organisations in which they work. This new book follows on directly from Keith Alexander's ground-breaking textbook Facilities Management and focuses on four new themes which have been identified as keys to the new strategy: organisa

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Autore

Denmeade Natalie

Titolo

Gamification with Moodle : use game elements in Moodle courses to build learner resilience and motivation // Natalie Denmeade

Pubbl/distr/stampa

Birmingham [United Kingdom] : , : Packt Publishing, , 2015

ISBN

1-78528-681-1

Descrizione fisica

1 online resource (135 p.)

Collana

Community experience distilled

Soggetti

Computer-assisted instruction - Computer programs
Open source software
Game theory
Games - Design and construction
Video games - Design

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

Cover; Copyright; Credits; Foreword; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Setting Up Gamification in a Moodle Course; Moodle for motivation poster; Standardized outcomes yet personalized delivery; Objectives; Understanding the Gamification design process; Freeing up time to be creative; Identifying learner progress and providing personalized learning paths; Setting up a test

environment; Setting up scoring in your test course; Adding gradebook categories; Summary

Chapter 2: Communication and Collaboration (Labels and Forums)
Mount Orange demo Moodle site; Profiles and avatars; Messaging and forums; Activity loops; Forum moderation; Custom scales; Onboarding; Moodle labels as tutorials; Summary; Chapter 3: Challenges for Learners (Self-Assessment and Choice); Moodle assignments; The Cup of Fate Gamification activity; Growth mindsets and personalized learning; Creating teachable moments through suspense and hope; Summary; Chapter 4: Passing the Gateway (Conditional Activities); Minimalistic course layout design; Revealing content; Completion tracking

Completion requirementsCompletion options; Labels with restrictions used as adaptive messaging; Moodle labels to create minimalistic design layouts; Summary; Chapter 5: Feedback on Progress (Marking Guides and Scales); Assessing progress; Marking guides; Delayed feedback feeds anxiety; Leveling up with scales or letters; Summary; Chapter 6: Mastery Achieved (Badges and Motivation); Creating badges; Badge criteria; Acceptance of digital badges; Peer-assessed badges; Will badges motivate everybody?; Summary; Chapter 7: Leveling Up (Rubrics); Getting started with rubrics

Adding a rubric to a Moodle assignmentExperienced Moodlers only; XP points and skills points; Exponential scoring; Drop the lowest x, minimum, or maximum; Summary; Chapter 8: Completing the Quest (Reporting Activities); Reporting on completion; Celebrating success; Identifying individual student progress; Surveys, interactivity, and learner engagement; Summary; Chapter 9: Super-boost Gamification with Social Elements (Groups); Onboarding - communication and collaboration with Moodle groups; Group scores; Challenges for learners - group submission; Groups that encourage participation

Individual formal assessmentSummary; Recommended reading; Books; Index
