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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.

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Gorenstein P.

The abundances of major elements in cas a and tycho supernova remnants : final report // P. Gorenstein

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1 online resource (26 pages) : illustrations (some color)

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Spectroscopic analysis
ROSAT mission
Satellite imagery
Oxygen
Spaceborne telescopes

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