

1. Record Nr.	UNINA990000681920403321
Titolo	ARTE e territorio a Matera / a cura di Franco DI Pede ; introduzione di Filiberto Manna
Pubbl/distr/stampa	Roma : Laterza, 1986
Descrizione fisica	104 p. : ill. ; 24 cm
Collana	Misure
Disciplina	728.0945772
Locazione	DINST
Collocazione	01 C II 17.
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910637703003321
Autore	Parra Pennefather Patrick
Titolo	Mentoring Digital Media Projects : Project-Based Learning and Teaching for Professional Development / / by Patrick Parra Pennefather
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2022
ISBN	9781484287989 1484287983
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (321 pages)
Disciplina	658.3124
Soggetti	Employees - Coaching of Internet programming School management and organization Project management Team Coaching Web Development Organization and Leadership Project Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa

Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<ol style="list-style-type: none">1. Know the Territory: Teaching and Mentoring in PjBL Environments --2. Know yourself as Mentor --3. Know Yourself as Teacher: Designing Teaching Activities from What you Know --4. Know the Patterns of Mentoring and Teaching Interactions --5. Know What Needs to be Taught and Mentored in PjBL --6. Know Your Mentoring Strategies --7. Know the PjBL Development Pipeline --8. Know the Core Features of PjBL --9. Know How to Assess Learners --10. Know-How to Anticipate and Remove Obstacles.
Sommario/riassunto	<p>Mentoring is often a crucial, yet informal part of an organization's best practices and skill development, whether targeted towards a team lead, project manager, designer, developer or a valued senior team member. This book provides practical strategies and methodologies for professionals to mentor others to successfully develop and deliver digital media projects across different types of settings. Many professionals working with teams in the digital media industry (games, web development, XR, IoT, mobile) are drawn to teaching others, but may not know how or where to start. Many might be a subject expert but may not have the structure and skills in place to be able to teach others effectively in workplace and institutional settings. This handbook will give professionals a guide on how to mentor junior designers, developers and other learners in formal and informal learning environments. Mentoring Digital Media Projects offers the right tools and strategies to use in digital media and emerging tech projects for you to better guide junior team members</p> <p>You will:</p> <ul style="list-style-type: none">Understand the difference between mentoring and teachingDesign thinking strategies to better identify where, when and how you can help and mentor othersBuild mentoring pipelines, end-to end, especially in post-secondary learning environmentsCreate emerging technology projects with teams.