1. Record Nr.   UNINA9910703236003321

   Titolo   Efforts to transfer America's leading edge science to China [[electronic resource]] : hearing before the Subcommittee on Oversight and Investigations of the Committee on Foreign Affairs, House of Representatives, One Hundred Twelfth Congress, first session, November 2, 2011

   Pubbl/distr/stampa   Washington : , : U.S. G.P.O., , 2011

   Descrizione fisica   1 online resource (iii, 100 pages) : illustrations

   Soggetti   Technology transfer - United States
                          Technology transfer - China
                          Astronautics - Technology transfer - United States
                          Astronautics - Technology transfer - China
                          Science - International cooperation
                          Technology - International cooperation
                          Human rights - China
                          United States Foreign relations Law and legislation
                          United States Foreign relations China
                          China Foreign relations United States

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Note generali   Title from title screen (viewed on Dec. 27, 2011).
                          Paper version available for sale by the Supt. of Docs., U.S. G.P.O.
                          "Serial no. 112-74."

   Nota di bibliografia   Includes bibliographical references.

2.	Record Nr.	UNINA9910566481003321
	Autore	Pinero Charlo Jose Carlos
	Titolo	Trends on Educational Gamification: Challenges and Learning Opportunities
	Pubbl/distr/stampa	Basel, : MDPI - Multidisciplinary Digital Publishing Institute, 2022
	Descrizione fisica	1 electronic resource (218 p.)
	Soggetti	Humanities Education
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Sommario/riassunto	Games are a natural activity—we all know how to play. Perhaps this is the key feature that explains the increase in the use of game-based learning (GBL) strategies: Applying games to education converts education into a universal activity. Over the last ten years, the way in which education and training is delivered has considerably changed, not only due to a new technologic environment—plenty of social networks, MOOCs, etc.—but also because of the appearance of new methodologies. Such new methodologies are shifting the center of gravity: from the teacher to the student, with the aim of awakening relational aspects, as well as promoting imagination and divergent thinking. One new approach that holds considerable promise for helping to engage learners is, indeed, game-based learning (GBL). However, while a growing number of institutions are beginning to see the validity of GBL, there are still many challenges to overcome before this type of learning can become widespread.In this Special Issue, we want to gather several studies and experiences in GBL to be shared with other teachers and researchers.