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Collana	Library Technology Essentials ; ; Number 7
Disciplina	021.2
Soggetti	Libraries and community Libraries - Social aspects Libraries - Marketing Library orientation Game theory
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	An introduction to gamification -- Getting started with gamification -- Tools and applications -- Library examples and case studies -- Step-by-step library projects for gamification -- Tips and tricks -- Future trends.
Sommario/riassunto	Discover how you can utilize game design techniques to involve patrons and motivate staff in your library. This practical primer will walk you through how to incorporate game thinking into bibliographic instruction, staff training, the online catalog, and more. Learn how you can gamify the library experience.