

1. Record Nr.	UNINA9910797974403321
Autore	Zoe L, Devlin
Titolo	Death embodied [[electronic resource]] : Archaeological approaches to the treatment of the corpse
Pubbl/distr/stampa	Havertown, : Oxbow Books, 2015
ISBN	1-78297-946-8 1-78297-944-1
Descrizione fisica	1 online resource (181 p.)
Collana	Studies in Funerary Archaeology ; ; v.9
Altri autori (Persone)	Emma-Jayne, Graham
Disciplina	930.1
Soggetti	Burial - History - To 1500 Human remains (Archaeology) - History - Social aspects - To 1500 Dead - History - Social aspects - To 1500 Death - History - To 1500 Burial Funeral rites and ceremonies, Ancient Excavations (Archaeology) Social archaeology Archaeology History & Archaeology Human remains (Archaeology) - Social aspects - History - To 1500 Dead - Social aspects - History - To 1500
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	1. Introduction: Embodying death in archaeology; 2. Neither Fish nor Fowl: Burial practices between inhumation and cremation; 3. Corporeal Concerns: The role of the body in the transformation of Roman mortuary practices; 4. '(Un)touched by decay': Anglo-Saxon encounters with dead bodies; 5. Funerary and Post-depositional Body Treatments at the Middle Anglo-Saxon Cemetery Winnall II: Norm, variety - and deviance?; 6. The Burnt, the Whole and the Broken: Funerary variability in the Linearbandkeramik; 7. Practices of Ritual Marginalisation in Late Prehistoric Veneto: Evidence from the field 8. Prehistoric Maltese Death: Democratic theatre or elite democracy?

2. Record Nr.	UNINA9910404085703321
Autore	Adamowski Jan Franklin
Titolo	Understanding Game-based Approaches for Improving Sustainable Water Governance: The Potential of Serious Games to Solve Water Problems
Pubbl/distr/stampa	MDPI - Multidisciplinary Digital Publishing Institute, 2020
ISBN	3-03928-763-X
Descrizione fisica	1 online resource (272 p.)
Soggetti	History of engineering and technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>The sustainable governance of water resources relies on processes of multi-stakeholder collaborations and interactions that facilitate knowledge co-creation and social learning. Governance systems are often fragmented, forming a barrier to adequately addressing the myriad of challenges affecting water resources, including climate change, increased urbanized populations, and pollution. Transitions towards sustainable water governance will likely require innovative learning partnerships between public, private, and civil society stakeholders. It is essential that such partnerships involve vertical and horizontal communication of ideas and knowledge, and an enabling and democratic environment characterized by informal and open discourse. There is increasing interest in learning-based transitions. Thus far, much scholarly thinking and, to a lesser degree, empirical research has gone into understanding the potential impact of social learning on multi-stakeholder settings. The question of whether such learning can be supported by forms of serious gaming has hardly been asked. This Special Issue critically explores the potential of serious games to support multi-stakeholder social learning and collaborations in the context of water governance. Serious games may involve simulations of real-world events and processes and are challenge players to solve contemporary societal problems; they, therefore, have a purpose beyond entertainment. They offer a largely untapped</p>

potential to support social learning and collaboration by facilitating access to and the exchange of knowledge and information, enhancing stakeholder interactions, empowering a wider audience to participate in decision making, and providing opportunities to test and analyze the outcomes of policies and management solutions. Little is known about how game-based approaches can be used in the context of collaborative water governance to maximize their potential for social learning. While several studies have reported examples of serious games, there is comparably less research about how to assess the impacts of serious games on social learning and transformative change.
