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| 1. Record Nr.           | UNINA9910456088603321  |
| Autore                  | Ziolkowski Jan M   |
| Titolo                  | Fairy tales from before fairy tales : the medieval Latin past of wonderful lies // Jan M. Ziolkowski |
| Pubbl/distr/stampa      | Ann Arbor : , : University of Michigan Press, , 2009, c2007  |
| ISBN                    | 1-282-59151-7<br>9786612591518<br>0-472-02522-8  |
| Descrizione fisica      | 1 online resource (513 p.)   |
| Disciplina              | 398.209  |
| Soggetti                | Fairy tales - History and criticism<br>Tales<br>Electronic books.                                    |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph  |
| Nota di bibliografia    | Includes bibliographical references (p. 445 - 479) and indexes.                                      |

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| 2. Record Nr.           | UNINA9910808566503321   |
| Autore                  | Denmeade Natalie  |
| Titolo                  | Gamification with Moodle : use game elements in Moodle courses to build learner resilience and motivation / / Natalie Denmeade  |
| Pubbl/distr/stampa      | Birmingham [United Kingdom] : , : Packt Publishing, , 2015  |
| ISBN                    | 1-78528-681-1   |
| Descrizione fisica      | 1 online resource (135 p.)  |
| Collana                 | Community experience distilled  |
| Soggetti                | Computer-assisted instruction - Computer programs<br>Open source software<br>Game theory<br>Games - Design and construction<br>Video games - Design   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Description based upon print version of record.   |
| Nota di bibliografia    | Includes bibliographical references and index.  |
| Nota di contenuto       | Cover; Copyright; Credits; Foreword; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Setting Up Gamification in a Moodle Course; Moodle for motivation poster; Standardized outcomes yet personalized delivery; Objectives; Understanding the Gamification design process; Freeing up time to be creative; Identifying learner progress and providing personalized learning paths; Setting up a test environment; Setting up scoring in your test course; Adding gradebook categories; Summary<br>Chapter 2: Communication and Collaboration (Labels and Forums) Mount Orange demo Moodle site; Profiles and avatars; Messaging and forums; Activity loops; Forum moderation; Custom scales; Onboarding; Moodle labels as tutorials; Summary; Chapter 3: Challenges for Learners (Self-Assessment and Choice); Moodle assignments; The Cup of Fate Gamification activity; Growth mindsets and personalized learning; Creating teachable moments through suspense and hope; Summary; Chapter 4: Passing the Gateway (Conditional Activities); Minimalistic course layout design; Revealing content; Completion tracking |

Completion requirementsCompletion options; Labels with restrictions used as adaptive messaging; Moodle labels to create minimalistic design layouts; Summary; Chapter 5: Feedback on Progress (Marking Guides and Scales); Assessing progress; Marking guides; Delayed feedback feeds anxiety; Leveling up with scales or letters; Summary; Chapter 6: Mastery Achieved (Badges and Motivation); Creating badges; Badge criteria; Acceptance of digital badges; Peer-assessed badges; Will badges motivate everybody?; Summary; Chapter 7: Leveling Up (Rubrics); Getting started with rubrics  
Adding a rubric to a Moodle assignmentExperienced Moodlers only; XP points and skills points; Exponential scoring; Drop the lowest x, minimum, or maximum; Summary; Chapter 8: Completing the Quest (Reporting Activities); Reporting on completion; Celebrating success; Identifying individual student progress; Surveys, interactivity, and learner engagement; Summary; Chapter 9: Super-boost Gamification with Social Elements (Groups); Onboarding - communication and collaboration with Moodle groups; Group scores; Challenges for learners - group submission; Groups that encourage participation  
Individual formal assessmentSummary; Recommended reading; Books; Index

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