

1. Record Nr.	UNINA9910524801503321
Autore	Mortimer, Ian <1967- >
Titolo	Il libro dei secoli : mille anni di storia e innovazioni / Ian Mortimer ; traduzione di Sabrina Placidi
Pubbl/distr/stampa	Torino, : Bollati Boringhieri, 2020
ISBN	978-88-339-3384-9
Descrizione fisica	487 p. : ill. ; 19 cm
Collana	Saggi tascabili Bollati Boringhieri ; 50
Disciplina	909
Locazione	FSPBC
Collocazione	COLLEZ. 2561 (50)
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910823318703321
Autore	Cochran Sara L
Titolo	Direct Selling : A Global and Social Business Model
Pubbl/distr/stampa	New York : , : Business Expert Press, , 2021 ©2021
ISBN	1-63742-114-1
Descrizione fisica	1 online resource (176 pages)
Collana	Issn
Altri autori (Persone)	CoughlanAnne T CrittendenVictoria L CrittendenWilliam F FerrellLinda K FerrellO. C LuceW. Alan PetersonRobert A
Disciplina	658.872
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Cover -- Halftitle -- Title -- Copyright -- Description -- Contents -- Testimonials -- Foreword -- Acknowledgments -- Introduction -- Chapter 1: Entrepreneurial Underpinnings of Direct Selling -- Chapter 2: Direct Selling-From Camels to Cyberspace -- Chapter 3: Direct Selling Distributor Compensation Plans -- Chapter 4: Ethics and Compliance in Direct Selling -- Chapter 5: Direct Selling in the Global Marketplace -- Chapter 6: On the Benefits of Direct Selling -- Chapter 7: Opportunities and Challenges in Direct Selling -- About the Authors -- Index -- Adpage -- Backcover.
Sommario/riassunto	Direct Selling: A Global and Social Business Model is a collective project from eight academics and practitioners who have dedicated much of their careers to understanding direct selling as both a go-to-market strategy and a channel of distribution and to capturing the people who are the foundation of direct selling. The pages of this book bring together a wealth of research and knowledge that can inform a broad spectrum of constituents about the economic and social benefits of

direct selling, while also providing detail and clarity on key issues related to direct selling as a sustainable business model.

3. Record Nr.	UNINA9910139143303321
Autore	Ito Mizuko
Titolo	Hanging out, messing around, and geeking out : kids living and learning with new media / / Mizuko Ito ... [et al.]
Pubbl/distr/stampa	Cambridge, MA, : MIT Press, 2009
ISBN	9780262258265 0262258269 9780262518543 0262518546 9781299457690 129945769X 9780262258920 0262258927
Edizione	[1st ed.]
Descrizione fisica	1 online resource (419 p.)
Collana	The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning
Classificazione	EDU039000TEC052000
Altri autori (Persone)	ItoMizuko
Disciplina	302.23/108350973
Soggetti	Mass media and youth - United States Digital media - Social aspects - United States Technology and youth - United States Learning - Social aspects
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	Contents; Series Foreword; Acknowledgments; Notes on the Text; Introduction; 1 Media Ecologies; 2 Friendship; 3 Intimacy; 4 Families; 5 Gaming; 6 Creative Production; 7 Work; Conclusion; Appendix I: Project Overview; Appendix II: Project Descriptions; Appendix III: Project Index; Bibliography; Index
Sommario/riassunto	An examination of young people's everyday new media practices-- including video-game playing, text-messaging, digital media

production, and social media use. Conventional wisdom about young people's use of digital technology often equates generational identity with technology identity: today's teens seem constantly plugged in to video games, social networking sites, and text messaging. Yet there is little actual research that investigates the intricate dynamics of youths' social and recreational use of digital media. *Hanging Out, Messing Around, and Geeking Out* fills this gap, reporting on an ambitious three-year ethnographic investigation into how young people are living and learning with new media in varied settings--at home, in after-school programs, and in online spaces. Integrating twenty-three case studies--which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups--in a unique collaborative authorship style, *Hanging Out, Messing Around, and Geeking Out* is distinctive for its combination of in-depth description of specific group dynamics with conceptual analysis.
