

1. Record Nr.	UNINA9910467678503321
Autore	Zheng Meihua
Titolo	A conceptual metaphor account of word composition : potentiality of "light" in English and Chinese // Meihua Zheng
Pubbl/distr/stampa	Newcastle upon Tyne, England : , : Cambridge Scholars Publishing, , 2017 ©2017
ISBN	1-4438-9610-1
Descrizione fisica	1 online resource (123 pages) : illustrations, tables
Disciplina	808.032
Soggetti	Metaphor Linguistics - Methodology Chinese language Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Nota di bibliografia	Includes bibliographical references and index.

2. Record Nr.	UNINA9910824489803321
Autore	Markey Karen
Titolo	Designing online information literacy games students want to play // Karen Markey, Chris Leeder, and Soo Young Rieh
Pubbl/distr/stampa	Lanham, Maryland : , : Rowman & Littlefield, , 2014 ©2014
ISBN	0-8108-9143-3
Descrizione fisica	1 online resource (303 p.)
Disciplina	028.7071
Soggetti	Information literacy - Study and teaching Educational games - Design and construction Educational games
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Illustrations; Preface; Acknowledgments; Ch01. The Promise of Games for Information Literacy Instruction; Ch02. The Needs Assessment; Ch03. The Design of an Information Literacy Game; Ch04. The BiblioBouts Administrator Interface; Ch05. The BiblioBouts Game; Ch06. The Methods Used to Evaluate BiblioBouts; Ch07. Preparing Students to Play BiblioBouts; Ch08. How Students Played BiblioBouts; Ch09. How Students Evaluated BiblioBouts Sources; Ch10. How BiblioBouts Influenced Students' Research Papers; Ch11. How Students Benefited from Playing BiblioBouts Ch12. Best Practices for Building Information Literacy Games Ch13. Best Practices for Administrator, Instructional, and User Support Services; Ch14. The Future of Information Literacy Games; Appendix A. Game Diary Form for Students; Appendix B. Pre-Game Questionnaire for Students; Appendix C. Post-Game Questionnaire for Students; Appendix D. Focus Group Interview Questions for Students; Appendix E. Follow-Up Interview Questions for Students; Appendix F. Game Logs; Appendix G. Personal Interview Questions for Instructors; Appendix H. Personal Interview Questions for Library Liaisons Bibliography Index
Sommario/riassunto	Designing Online Information Literacy Games Students Want to Play

sets the record straight with regard to the promise of games for motivating and teaching students in educational environments. Drawing from their own first-hand experience, research, and networking, the authors feature best practices that educators and game designers in LIS specifically and other educational fields generally need to know so that they build classroom games that students want to play.
