

1. Record Nr.	UNISA990000854240203316
Autore	REYES LOPEZ, Maria Jose
Titolo	Derecho de consumo : la proteccion del consumidor en los contratos de compraventa / de viviendas, de arrendamiento de obra y financiacion : comentarios, legislacion y jurisprudencia ; Maria Jose Reyes Lopez
Pubbl/distr/stampa	Valencia : Editorial general de Derecho, 1993
ISBN	84-604-6249-8
Descrizione fisica	625 p ; 24 cm
Disciplina	343.4607
Soggetti	Consumo - Spagna - Legislazione Consumatori - Tutela - Spagna - Legislazione
Collocazione	XXV.1.M 669 (IG I 1293)
Lingua di pubblicazione	Spagnolo
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910829088203321
Autore	Chen John <1967->
Titolo	50 digital team-building games : fast, fun meeting openers, group activities and adventures using social media, smart phones, GPS, tablets, and more / / John Chen
Pubbl/distr/stampa	Hoboken, N.J., : Wiley, 2012
ISBN	9786613618610 9781118240311 1118240316 9781119203261 1119203260 9781280588785 1280588780 9781118227374 1118227379
Edizione	[1st edition]
Descrizione fisica	1 online resource (236 p.)
Classificazione	BUS041000
Disciplina	658.4/022
Soggetti	Teams in the workplace Social groups Treball en equip Grups socials Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Includes index.
Nota di contenuto	50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures Using Social Media, Smart Phones, GPS, Tablets, and More; Contents; 50 Digital Team-Building Games Quick Start; How to Use This Matrix; Preface: How to Use the Games in This Book; Purpose; Initiatives or Team-Building Games; Preparation; Test Your Technology; Prepare Your Teammates; Participant Map; Facilitator Tree; Plan B (C, D, and E); Event; Log in Early; Create Invitation and Inclusion; Improv and Engage; Facilitate Success; End on a High Note and Follow Up; Facilitator Debrief

Digital Team-Building Games Checklist-PIPEAcknowledgments; How Twitter Made This Book Happen; Introduction to 50 Digital Team-Building Games; Why Should You Buy This Book?; Where the Games Come From; The Education of a Digital Team Builder; Chapter 1: Icebreakers; Me in 140 Characters or Less-Twitter Hypernetworking; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Alpha Names-Learn Names While Learning Team Process; Goals; Game Summary; Setup; Instructions to the Audience; Power Tip; Debrief; Variations; Case Study Where in the World Whiteboarding-Draw Who You Are and Where You're FromGoals; Game Summary; Setup; Instructions to the Audience; Variations; Case Study; Photo Booth-iPad 2 or Photo-Based Networking; Goals; Game Summary; Setup; Instructions to the Audience; Variations; Case Study; Pinterest-Pin Pictures and Websites for a Common Topic; Goals; Game Summary; Setup; Instructions to the Audience; Sample Questions; Debrief; Case Study; Chapter 2: Communication/Games for Speakers; Texting Q&A-Asking Anonymous Questions Via Text; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips DebriefCase Study; Raising Hands-Have You Ever . . . ?; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Polling-Team Consensus by Technology; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Case Study; TwitterStorm-Crowdsourcing Goodness; Goals; Game Summary; Setup; Instructions to the Audience; Sample Questions; Power Tips; Debrief; Case Study; Twitter Tools to Track Tweets; A Good Overall How-To Guide for Twitter Chats; Current List of More than 500 Twitter Chats Happening Weekly Go Ahead, Caller-Improving Teleconference Skills with a Game ShowGoals; Game Summary; Setup; Instructions to the Audience; Power Tips; Variations; Case Study; Model Citizen-Testing Communication Assumptions by Building a Model They Can't See; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Variations; Case Study; Backchannel-Instant Feedback by Group Text; Goals; Game Summary; Setup; Instructions to the Audience; Power Tips; Debrief; Case Study; Team Pecha Kucha (peh-chak-cha)Team Presentation with 20 Slides for 20 Seconds Each; Goals; Game Summary; Setup Instructions to the Audience

Sommario/riassunto

"Use technology to increase loyalty and productivity in your employees50 Digital Team Building Games offers fun, energizing meeting openers, team activities, and group adventures for business teams, using Twitter, GPS, Facebook, smartphones, and other technology. The games can be played in-person or virtually, and range from 5-minute ice-breakers to an epic four-hour GPS-based adventure. Designed to be lead by managers, facilitators, presenters, and speakers, the activities help teams and groups get comfortable with technology, get to know each other better, build trust, improve communication, and more. No need to be a "techie" to lead these games--they're simple and well-scripted. Author John Chen is the CEO of Geoteaming, a company that uses technology and adventure to teach teams how to collaborate. How to lead a simple, fast, fun team building activity with easy-to-follow instructions How to create successful "virtual" team building that requires NO travel and little to no additional expenses How to engage standoffish engineers, "hard to reach" technical teams, or Gen X/Y teammates with technology they enjoy using Successful technology-based team building can build buzz for your company, build critically important relationships and communication internally, and keep your team talking about it for

weeks afterward!"--
