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|-------------------------|---|
| 1. Record Nr.           | UNISA990000801010203316   |
| Autore                  | MARESCA, Marcello   |
| Titolo                  | I moti del 1820-21 nei paesi degli Alburni / Marcello Maresca   |
| Pubbl/distr/stampa      | Salerno : Arci Postiglione  |
| Descrizione fisica      | 226-272 p. ; 25 cm  |
| Disciplina              | 945.74083   |
| Collocazione            | XV.1.A. Misc. 145(V G MISC 1/84)  |
| Lingua di pubblicazione | Italiano  |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| 2. Record Nr.           | UNINA9910450332303321   |
| Autore                  | Davidson Drew   |
| Titolo                  | Second generation e-learning [[electronic resource] ] : serious games /<br>/ Drew Davidson  |
| Pubbl/distr/stampa      | Bradford, England, : Emerald Group Publishing Limited, 2004   |
| ISBN                    | 1-280-51429-9<br>9786610514298<br>1-84544-165-6   |
| Descrizione fisica      | 1 online resource (52 p.)   |
| Collana                 | On the Horizon. No. 1 ; ; Vol. 12   |
| Disciplina              | 371.35/8  |
| Soggetti                | Distance education<br>Internet in education<br>Electronic books.  |
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| Livello bibliografico   | Monografia  |
| Note generali           | Description based upon print version of record.   |
| Nota di contenuto       | Contents; Abstracts & keywords; Editorial; Introduction: On the Horizon<br>special issue; Why create a media and game center?; The four slates of |

educational experiences; Practical barriers in using educational computer games; Making visible: using simulation and game environments across disciplines; Visual literacy and learning: finding some online territories for the slow learner; Games/gaming/ simulation in a new media (literature) classroom; Cyborg dreams: from ergonomics to electracy

Proposal for educational software development sites: an open source tool to create the learning software we need

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Sommario/riassunto

This special issue of On the Horizon focuses on strategies for applying games, simulations and interactive experiences in learning contexts. A facet of this issue is the interactive and collaborative method in which it was created. Instead of separated individual articles, the authors and editors have orchestrated the articles together, reading and writing as a whole so that the concepts across the articles resonate with each other. It is the intention that this special issue will serve as the basis of many more discussions across conference panels, online forums and interactive media that in

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