

1. Record Nr.	UNISALENTO991003023459707536
Autore	Menéndez y Pelayo, Marcelino
Titolo	Historia de las ideas estéticas en España / antologia, introduccion y notas de Fernando Lazaro Carreter ; edición autorizada por la Sociedad Menéndez y Pelayo, de Santander
Pubbl/distr/stampa	Salamanca-Madrid : Anaya, 1962
Descrizione fisica	221 p. ; 22 cm.
Collana	Menéndez y Pelayo : su época y su obra literaria ; 2
Altri autori (Persone)	Carreter, Fernando Lazaro
Disciplina	801.93
Soggetti	Estetica - Spagna
Lingua di pubblicazione	Spagnolo
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910967461203321
Autore	Clark Ruth Colvin
Titolo	Scenario-based e-learning : evidence-based guidelines for online workforce learning / / Ruth Colvin Clark
Pubbl/distr/stampa	San Francisco, Calif., : Pfeiffer, 2013
ISBN	9781118416457 1118416457 9781283893312 1283893312 9781118419007 1118419006
Edizione	[1st ed.]
Descrizione fisica	1 online resource (248 p.)
Classificazione	EDU039000
Disciplina	658.312404
Soggetti	Employees - Training of - Computer-assisted instruction Problem-based learning Instructional systems - 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	Intro -- Scenario-Based e-Learning: Evidence-Based Guidelines for Online Workforce Learning -- Copyright -- Contents -- Foreword -- Acknowledgments -- Chapter 1: What Is Scenario-Based e-Learning -- Scenario-Based e-Learning: A First Look -- What Do You think? -- Scenario-Based e-Learning Defined -- The Learner Is an Actor Responding to a Job-Realistic Situation -- The Environment Is Preplanned -- Learning Is Inductive Rather Than Instructive -- The Instruction Is Guided -- Scenarios Incorporate Instructional Resources -- The Goal Is to Accelerate Workplace Expertise -- What's in a Name? -- Scenario-Based vs. Directive Training Environments -- Learning from Mistakes -- Scenarios to Lead or to Culminate? -- Target Audience -- What Scenario-Based e-Learning Is Not -- Not a Game -- Not a Scenario with Questions -- Not a Simulation -- Not About a Delivery Mode or Media -- Not About Specific Technology -- Six Reasons to Consider Scenario-Based e-Learning Now -- 1. Scenario-Based e-Learning Can Accelerate Expertise -- 2. Scenario-Based e-

Learning Can Offer Return on Investment -- 3. Learners Like Scenario-Based e-Learning -- 4. Scenario-Based e-Learning Has Better Transfer Potential -- 5. Scenario-Based e-Learning Can Build Critical Thinking Skills -- 6. Technology Can Facilitate Scenario-Based e-Learning Development -- What Do You Think? Revisited -- Coming Next -- Additional Resources -- Scenario-Based e-Learning and You: Why Now? -- Chapter 2: When To Use Scenario-Based e-Learning -- Consider Scenario-Based e-Learning for Strategic Tasks -- What Do You Think? -- Situations That Call for Scenario-Based e-Learning -- Rare Occurrence Tasks -- Critical Thinking Skills Training -- Compliance-Mandated Training -- Learner Expertise and Scenario-Based e-Learning -- Lengthy Timeline Tasks -- Risk-Adverse Tasks -- Eight Scenario-Based Learning Domains.

1. Interpersonal Skills -- 2. Compliance Policies and Procedures -- 3. Diagnosis and Repair -- 4. Research, Analysis, and Rationale -- 5. Tradeoffs -- 6. Operational Decisions and Actions -- 7. Design -- 8. Team Coordination -- Scenario-Based Multimedia Interfaces -- Branched Scenarios -- Menu-Driven -- Full Screen Active Object -- Virtual Worlds -- Meet the Scenario-Based e-Learning Samples -- Coming Next -- Additional Resources -- Scenario-Based e-Learning and You: Your Scenario-Based e-Learning Opportunities -- Chapter 3: Design of Scenario-Based e-Learning -- Overview of a Scenario-Based e-Learning Design Model -- Component 1: The Task Deliverable -- Core Component 2: The Trigger Event -- Core Component 3: Scenario Data -- Core Component 4: Guidance and Instruction -- Core Component 5: Feedback -- Core Component 6: Reflection -- Modes and Media in Scenario-Based e-Learning -- Coming Next -- Additional Resources -- Scenario-Based e-Learning and You: Your Draft Design Model -- Chapter 4: Defining Scenario Outcomes -- Outcome Deliverables for Learning Domains -- Assess the Complexity of your Outcome Responses -- 1. Number of Outcomes -- 2. Outcome Precision -- 3. Interface Response Options -- 4. Social Presence -- What Do You Think? -- Translate Your Learning Objectives -- Multimedia Response Options -- Scenario Outcomes and Multimedia Interfaces -- What Do You Think? Revisited -- Coming Next -- Additional Resource -- Scenario-Based e-Learning and You: Translating Your Objectives -- Chapter 5: Designing the Trigger Event and Case Data -- What Do You Think? -- Planning the Trigger Event -- Defining Case Data -- Formats for Case Data -- Saving and Tracking Case Data -- What Do You Think? Revisited -- Coming Next -- Scenario-Based e-Learning and You: Defining Your Trigger Event and Case Data -- Chapter 6: Building Guidance in Scenario-Based e-Learning.

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Scenario-Based e-Learning and You: Evidence-Based Decisions -- Chapter 11: Eliciting Critical Thinking Skills for Scenario-Based e-Learning -- What Is Knowledge Elicitation? -- What Do You Think? -- Three Approaches to Knowledge Elicitation -- Concurrent Verbalization -- After-the-Fact Stories -- Reflections on Recorded Behaviors -- Which Elicitation Method Should You Use? -- Evidence on Knowledge Elicitation Methods -- Types of Knowledge and Skill to Elicit -- Actions and Decisions -- Cues -- Rationale and Rules of Thumb -- Monitoring -- Questions to Elicit Knowledge Needed During the Interview -- Incorporating Critical Thinking Skills into Your Lessons -- Use of Actions Taken -- Use of Decisions Made -- Use of Cues Identified -- Use of Rationale and Rules of Thumb -- Teaching Monitoring Skills in Your Scenario-Based e-Learning -- Guidelines for Success -- 1. Take Care in Selecting Experts -- 2. Don't Over-Extend -- 3. Work in a Team -- What Do You Think? Revisited -- Coming Next -- Additional Resources -- Scenario-Based e-Learning and You: Eliciting Tacit

Knowledge -- Chapter 12: Implementing Scenario-Based e-Learning -- What Do you Think? -- Four Steps to Project Success -- Step One: Present a Strong Business Case -- Visualize Scenario-Based e-Learning for Stakeholders -- Determine the Magnitude of the Performance Gap -- Incident-Driven Training -- Compliance Training -- Identify Tradeoffs to Diverse Solution Options -- Delivery Media Tradeoff Analysis for Automotive Troubleshooting -- Highlight Opportunities to Build Expertise That Are Unavailable or Impractical in Workplace -- Leverage the Motivational Potential of Scenario-Based e-Learning -- Present Evidence on the Benefits of Scenario-Based e-Learning -- Estimate Your Production Costs -- Step Two: Plan Your Project -- Plan and Secure Your Resources. Define and Classify the Target Knowledge and Skills.

Sommario/riassunto

"Scenario-Based Learning offers a wealth of ideas for improving critical thinking skills, problem solving, and includes suggestions for promoting opportunities for practicing scenario-based learning on the job. The book contains a wealth of kick-off alternative research-based examples and describes various types of case data. The book also includes tutorials, action templates, and online references. This must-have resource also includes information on intrinsic versus instructional feedback, rubrics for virtual worlds, as well as technique for refining thinking skills"--
