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Understanding gamification (book, 2015)

Understanding gamification. [Bohyun Kim; ALA TechSource.] -- "Gamification, Library technology reports, v. 51, no. 2. Responsibility: Bohyun Kim. Abstract:

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Ala techsource blog

Library Technology Reports (Vol. 51, No. 6) Bohyun Kim wrote Understanding Gamification. She will also present a workshop on gamification Wednesday, May 6.

Gamification - curtin blogs

News and information about gamification and its Libraries News, Bohyun Kim discusses some Dos and Don ts of library gamification based drawn

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" gamification as a tool: using games to motivate

Gamification as a Tool: Using Games to Motivate People . By Kim, Bohyun. In my Library Technology Report "Understanding Gamification," I offer a few examples,

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In this issue of Library Technology Reports, Kim shows how leading libraries are meeting these evolving needs. Understanding Gamification. Bohyun Kim (Pocket) 659 kr

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Apr 01, 2015 CHICAGO ALA Editions announces a new workshop, Transforming the Library through Gamification with expert on library systems management Bohyun Kim.

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Autor. Bohyun Kim is associate director for Library Applications and Knowledge Systems at the University of Maryland, Baltimore, Health Sciences and Human Services

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Harnessing the power of game dynamics

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Science and Technology Section (STS) Gamification. About ACRL; Advocacy & Issues; 1996 2015 American Library Association.

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