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

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Library Hat is a blog written by Bohyun Kim, and her new book about gamification and is currently a board member of ALA Library and Information Technology

## **Understanding gamification - 9780838959534 -**

Understanding Gamification - Bohyun Kim In this issue of Library Technology Reports , Kim will clarify your understanding of gamification with a range of examples

## **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

## **The marquee blog archive understanding**

Nov 21, 2013 Technology; Technology and Libraries; Archives

## **" 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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## **Chapter 5. designing gamification in the right way**

Designing Gamification in the Right Way. Chapter 5 of Library Technology Reports (vol. 51, Bohyun Kim. Abstract.

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## **Table of contents: issue74 - ariadne**

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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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Understanding Gamification by Bohyun Kim, Published by American Library Association Library Technology Reports ISBN 978-0-8389-5953-4 Price: \$43.00

### **Harnessing the power of game dynamics**

Bohyun Kim is digital This may discourage those who are interested in trying a new gamification project at a library. Interactive mindfulness technology:

### **Keeping up with gamification - american library**

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

### **Transforming the library through gamification -**

May 05, 2015 Transcript of "Transforming the Library through Gamification" media Kim, Bohyun. Understanding Gamification. Library Technology Report. ALA

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