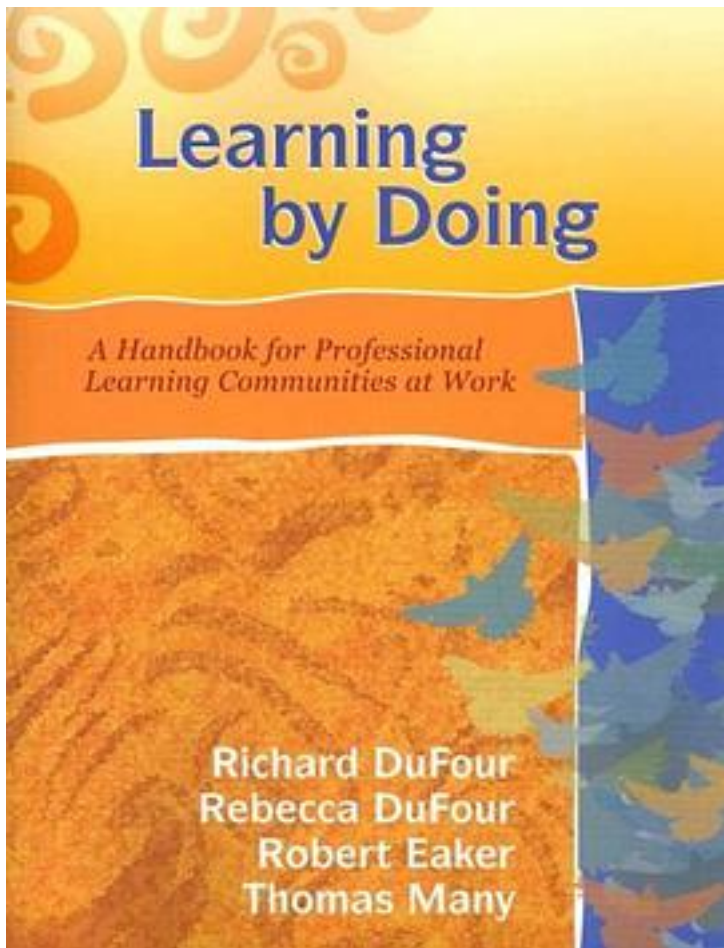


Learning by Doing



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著者:Aldrich, Clark

出版者:John Wiley & Sons Inc

出版时间:2005-4

装帧:HRD

isbn:9780787977351

Designed for learning professionals and drawing on both game creators and instructional designers, "Learning by Doing" explains how to select, research, build, sell, deploy, and measure the right type of educational simulation for the right

situation. It covers simple approaches that use basic or no technology through projects on the scale of computer games and flight simulators. The book role models content as well, written accessibly with humor, precision, interactivity, and lots of pictures. Many will also find it a useful tool to improve communication between themselves and their customers, employees, sponsors, and colleagues. As John Cone, former chief learning officer of Dell Computers, suggests, "Anyone who wants to lead or even succeed in our profession would do well to read this book."

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