

Building A Better Business Using The Lego Serious Play Method

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Build a Town and Other Great LEGO Ideas - DK
2020-05-28

Build your own metropolis brick by brick with this bite-size collection of town-themed LEGO ideas. Small in size but big in inspiration, this neat 32-page volume contains a collection of projects from the 'Modern Metropolis' chapter of LEGO® Awesome Ideas. These ideas will do more than teach building skills; they will unlock your imagination and get you dreaming up dozens of ideas of your own. And of course, every one of them is great fun. Build a museum in classical style, stack up modular buildings to make a tall office block, or create an ultra-modern hospital. Then fill the buildings with furniture and the streets with cars. There's all this and lots more inside this book, so dip in - and don't forget, there are four other exciting books in this series, too. ©2020 The LEGO Group

The LEGO® Ideas Book - Daniel Lipkowitz
2011-09-19

Over 2 million copies sold worldwide! Be inspired to create and build amazing models with your LEGO® bricks! The LEGO Ideas Book is packed full of tips from expert LEGO builders on how to make jet planes reach new heights, create fantastic fortresses, swing through lush jungles, have fun on the farm and send space shuttles out of this world! This awesome ideas book is divided into six themed chapters - transport, buildings, space, kingdoms, adventure, and useful makes - to inspire every member of the family to get building. With over 500 models and ideas, this book is perfect for

any LEGO fan - young or young at heart - who want to make their models cool, fun and imaginative. ©2020 The LEGO Group.

The Key to Coaching. Learning, Application and Practice - Azam Ali 2016

This is a fascinating book about coaching with emphasis on learning, application and practice, as they tackle the most profound issues of coaching. The book covers coaching, from definitions and historical aspects to aspects of learning and change in a very pedagogical way, which helps the reader to understand, analyse, explain, learn, apply and practice the essence of coaching as a collaborative process.

Build It! Volume 1 - Jennifer Kemmeter
2016-10-18

With simple, step-by-step directions and a visually rich design, this unique series of instruction books for LEGO® creations helps young children learn and have fun simultaneously. The Build It! series of 16 visually rich instruction books for LEGO® models is perfect for children ages 5 and up. Inside Volume 1 you'll find a range of creative models to put together--from animals to airplanes, street scenes to seascapes and much more, created using the LEGO® Classic set 10693, or bricks you already have at home. Each book in this interactive series contains 3-5 projects featuring a diverse range of models. Full color diagrams guide you through the process, enhancing the fun.

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[The LSP Method](#) - Michael Fearn 2020-10-27

Have you ever run a meeting and felt like you weren't getting the best out of the people in the room? You know they have the talent and the ideas, but it wasn't coming out in the conversation. What if you could change that dynamic? Imagine a meeting where that same group of people are engaged, using their talents, and producing quality insights that drive real business outcomes. That's what the LEGO(R) Serious Play(R) Method can do. It might sound ridiculous to use a child's toy to tackle serious topics like strategy and innovation. But when a group's processes are deeply entrenched, it's hard to facilitate change. LEGO(R) Serious Play(R) provides the valuable shake-up organisations often need. In The LSP Method, expert facilitator, Michael Fearne, lays out the practical steps for you to harness this world-renowned method and run your own LEGO(R) Serious Play(R) sessions. Covering everything from key activities to customised sessions, this hands-on guide shows how this simple method can revolutionise your work.

[How to Facilitate Meetings & Workshops Using the LEGO Serious Play Method](#) - Sean Blair
2016-11-01

This full colour workbook is for people who run meetings. Leaders, managers, facilitators and coaches, who seek ways to help teams work-together well. It helps you understand what LEGO(r) Serious Play(r) is and how it works. With case studies, step-by-step guides and templates for five kinds of workshop including vision, values and team building

Creativity as Progressive Pedagogy: Examinations Into Culture, Performance, and Challenges - Raj, Ambika Gopal
2021-11-12

In every era, global progressive thinkers have used creativity as a means for cultural reformation and social justice in response to oppressive regimes. For example, theater, cartoons, social art, film, and other forms of representative arts have always been used as critical instigation to create agency or critical commentary on current affairs. In the education sector, teachers in schools often say one of two things: they are not creative or that they don't have the time to be creative given the curricular demands and administrative mandates that they are required to follow. Each day, educators are

working to find exceptionally creative ways to engage their students with limited resources and supplies, and this becomes even more of a challenge during turbulent times. Creativity as Progressive Pedagogy: Examinations Into Culture, Performance, and Challenges primarily focuses on pedagogical creativity and culture as related to various aspects of social justice and identity. This book presents experience-based content and showcases the necessity for pedagogical creativity to give students agency and the connections between cultural sensitivity and creativity. Covering topics such as the social capital gap, digital spaces, and underprivileged students, this book is an indispensable resource for educators in both K-12 and higher education, administrators, researchers, faculty, policymakers, leaders in education, pre-service teachers, and academicians.

[Gamification for Innovators and Entrepreneurs](#) - Henning Breuer
2022-10-03

Gamification for Innovators and Entrepreneurs is about an exciting, still emerging superpower. One that empowers you to use, repurpose and create games that will help solve the great societal and organisational challenges that companies, startups and nonprofits are facing today - games that are explicitly designed and can be iteratively improved to engage stakeholders, facilitate experimentation and actually drive innovation. What makes gamification a superpower is its use of powerful methods and techniques from diverse disciplines and traditions - like futures studies, user experience, agile management, design thinking or business design - in a new, action-oriented and engaging framework. Each game world is a safe, playful space, where groups are free to experiment in innovative and inclusive forms of collaboration. Gamification for Innovators and Entrepreneurs builds on insights and knowledge from over 150 leading experts in the field. It provides a rich collection of materials for innovators, entrepreneurs and game designers that allows you to dive deep into innovation and entrepreneurship, into games and gamification. You can build on 36 gamification design patterns - like dilemma solving, experiential learning, innovation markets and storytelling - and use a game design canvas to create your own innovation games. Or you can customize some of

the 70+ games featured in the book that are already in use by innovators, entrepreneurs and professional trainers. Additional resources are provided for teachers and game facilitators. The superpower of gamification does not yield simplistic solutions - but the resources from Gamification for Innovators and Entrepreneurs will provide you with the means and the confidence to tackle some of the great challenges we are all facing today. An easily accessible and comprehensive overview on gamification and games in the context of innovation and entrepreneurship Draws on several collaborative research projects involving partners such as Lego, Deutsche Telekom, Lufthansa Systems, 3M, Danske Bank, and Nokia Systems. Extensive experience of the authors in the facilitation of games, their role as an enabler of learning and their potential to facilitate transformation. 36 reusable gamification design patterns, a five-step process and a game design canvas to create one's own innovation games Summaries and references of more than 70+ customizable games that are already in use by innovators, entrepreneurs and professional trainers Educational materials for teachers, trainers and game facilitators

Digital Business Leadership - Ralf T. Kreutzer
2018-04-27

This book provides specialists and executives with a clear, yet practical set of recommendations to meet the challenges of digital transformation and ensure long-term success as a leader in a primarily digital business world. The authors describe the fundamental principles of digitization and its economic opportunities and risks, integrating them into a framework of classic and new management methods. The book also explores how increasing digitization - not only of communication, but of complete value chains - has led to a need to establish a digital business leadership. Digitization is changing people and markets: it causes the upheaval of entire industries, creates new digital-centric companies, and forces established companies to cope with the transformation activities associated with these digitization processes. New approaches and methods have to be learned, tried and tested patterns of thinking have to be explored, and last but not least,

innovation activities have to be understood as continuous necessities. At the same time, digital business offers considerable opportunities for renewing competitive advantages, improving existing process structures and realigning products, services and business models.

LEGO Build Yourself Happy - Abbie Headon
2019-12-17

Release your inner child and build yourself happy with LEGO® bricks. Are you failing to find inner peace on a yoga mat? Does life feel like all work and no play? Having fun and getting creative can boost your mood and your well-being. So if you're looking for ways to unwind and make time for yourself, then let this book guide you on a LEGO® brick road to happiness. With more than 50 mindful LEGO building activities, discover how you can find balance, connect with friends and family, relax and improve your sleep habits. ©2019 The LEGO Group.

Building a Global Learning Organization - Patrick Graupp
2017-07-27

Building a Global Learning Organization: Using TWI to Succeed with Strategic Workforce Expansion in the LEGO Group describes how a multinational company developed a global structure for learning based on the TWI (Training Within Industry) program to create and sustain standardized work across multiple language and cultural platforms. In this book, **Participatory Methodologies to Elevate Children's Voice and Agency** - Ilene R. Berson
2019-03-01

This volume of the Research in Global Child Advocacy Series explores participatory methodologies and tools that involve children in research. Perspectives on the role of children have transitioned from viewing children as objects of research, to children as subjects of research, to acknowledgement of children as competent contributors and agents throughout the inquiry process. Researchers continue to explore approaches that honor the capacity of children, drawing on diverse methodologies to elevate children's voices and actively engage them in the production of knowledge. Nonetheless, despite these developments, questions over the extent to which children can be free of adult filters and influence merits sustained scholarly attention. The book includes

chapters that critically examine methodological approaches that empower children in the research process. Contributions include empirical or practitioner pieces that operate from an empowerment paradigm and demonstrate the agenic capacity of children to contribute their perspectives and voices to our understanding of childhood and children's lives. The text also features conceptual pieces that challenge existing theoretical frameworks, critique research paradigms, and analyze dilemmas or tensions related to ethics, policy and power relations in the research process.

LEGO and Philosophy - Roy T. Cook 2017-08-07
How profound is a little plastic building block? It turns out the answer is "very"! 22 chapters explore philosophy through the world of LEGO which encompasses the iconic brick itself as well as the animated television shows, feature films, a vibrant adult fan base with over a dozen yearly conventions, an educational robotics program, an award winning series of videogames, hundreds of books, magazines, and comics, a team-building workshop program for businesses and much, much more. Dives into the many philosophical ideas raised by LEGO bricks and the global multimedia phenomenon they have created Tackles metaphysical, logical, moral, and conceptual issues in a series of fascinating and stimulating essays Introduces key areas of philosophy through topics such as creativity and play, conformity and autonomy, consumption and culture, authenticity and identity, architecture, mathematics, intellectual property, business and environmental ethics Written by a global group of esteemed philosophers and LEGO fans A lively philosophical discussion of bricks, minifigures, and the LEGO world that will appeal to LEGO fans and armchair philosophers alike

Brick by Brick - David Robertson 2014-06-24
Sometimes radical yet always applicable, Brick by Brick abounds with real-world lessons for unleashing breakthrough innovation in your organization, using LEGO--which experienced one of the most remarkable business transformations in recent history--as a business model. As LEGO failed to keep pace with the revolutionary changes in kids' lives and began sliding into irrelevance, the company's leaders implemented some of the business world's most

widely espoused prescriptions for boosting innovation. Ironically, these changes pushed the iconic toymaker to the brink of bankruptcy, showing that what works in theory can fail spectacularly in the brutally competitive global economy. It took a new LEGO management team--faced with the growing rage for electronic toys, few barriers to entry, and ultra-demanding consumers (ten-year old boys)--to reinvent the innovation rule book and transform LEGO into one of the world's most profitable, fastest-growing companies. Along the way, Brick by Brick reveals how LEGO: - Became truly customer-driven by co-creating with kids as well as its passionate adult fans - Looked beyond products and learned to leverage a full-spectrum approach to innovation - Opened its innovation process by using both the "wisdom of crowds" and the expertise of elite cliques - Discovered uncontested, "blue ocean" markets, even as it thrived in brutally competitive red oceans - Gave its world-class design teams enough space to create and direction to deliver built a culture where profitable innovation flourishes Whether you're a senior executive looking to make your company grow, an entrepreneur building a startup from scratch, or a fan who wants to instill some of that LEGO magic in your career, you'll learn how to build your own innovation advantage, brick by brick.

Implementing Play Therapy with Groups - Clair Mellenthin 2021-12-23

Implementing Play Therapy with Groups is a new and innovative edited book bringing together experts from across the field of play therapy to explore how to facilitate group play therapy across challenging settings, diagnoses, and practice environments. Applying theoretical and empirical information to address treatment challenges, each chapter focuses on a specific treatment issue and explores ways the reader can implement group work within their play therapy work. Chapters also provide contemporary evidence-based clinical information in providing group therapy with specific populations such as working with children who have been exposed to violence, trauma, adoption, foster care, those who are chronically medically fragile, and more. This book will bring awareness to, and provide easily implemented play therapy knowledge and

interventions for, child and family therapists who work in a range of settings including schools, hospitals, residential treatment centers, and community mental health settings.

ECGBL 2017 11th European Conference on Game-Based Learning - 2017-10-05

The Big Book of Amazing LEGO Creations with Bricks You Already Have - Sarah Dees
2021-11-23

Kickstart your kids' LEGO creativity with Sarah Dees' biggest and best book yet in the bestselling series, with more than 300,000 books from the series in print. This huge collection of action-packed projects will bring fresh life to your tubs of bricks and get LEGO® lovers of all levels inspired to build for days. Dive into your own LEGO® world filled with new and amazing creations—from sleek, aerodynamic race cars to fairytale creatures, secret spy headquarters and everything in between. Step-by-step pictures combined with detailed instructions and helpful parts lists make Sarah's projects accessible for tinkerers of any age. Explore far and wide with an adventurer ATV, military humvee or a mini animal safari. Meet mischievous trolls and a friendly spiketailed dragon. Build your family's dream seaside vacation, complete with a surf shack, ice cream stand and pirate ship.

Construct a customizable bedroom that looks just like your own or the classroom in your school. Silly stories and scene suggestions will inspire countless hours of play, making this the perfect gift for kids who crave variety in their LEGO® building. There's no limit to what you can imagine and create with this awesome collection! Collect the whole series with Sarah Dees' other bestselling LEGO books: - Incredible LEGO® Creations from Space with Bricks You Already Have - Genius LEGO® Inventions with Bricks You Already Have - Awesome LEGO® Creations with Bricks You Already Have - Epic LEGO® Adventures with Bricks You Already Have

Design Thinking for Strategy - Claude Diderich
2019-10-01

The business environment is changing more rapidly than ever before, and new business ideas are emerging. This book discusses applying insights from design thinking to craft novel strategies that satisfy customer needs, make use

of the available capabilities, integrate requirements for financial success and provide competitive advantage. It guides readers through the jungle encountered when developing a strategy for sustained growth and profitability. It addresses strategy design in a holistic way by applying abductive reasoning, iteratively observing customers and focusing on empathy, as well as prototyping ideas and using customers to validate them. Uniquely applying insights from design thinking to strategy, this book is a must-read for graduates, MBAs and executives interested in innovation and strategy, as well as corporate strategists, innovation managers, business analysts and consultants.

Building a Better Business Using the Lego Serious Play Method - Per Kristiansen
2014-06-26

Unleash innovation potential with creative, serious play Building a Better Business Using the LEGO® SERIOUSPLAY® Method delivers a creative approach to enhancing innovation and improving business performance, with the focus on unleashing play. Written by the two original Master Trainers for LEGO SERIOUS PLAY (LSP), the book outlines how LSP can develop teams, people, relationships and business. Based on the merging of play with organizational development, systems thinking and strategy development, LSP can foster improved meetings, faster innovation processes, team growth, and better communication. The belief that everyone intends to "do good" and has the potential to do it is at the heart of LSP. The method nurtures the idea that everyone in an organization can contribute to discussions and outcomes. Building with LEGO bricks is a type of creative play that triggers a different kind of thought process, unleashing imagination and potential that is frequently untapped by the logical mind. The book explains this hands-on, minds-on approach, and discusses the theory as well as the practical implementation of LSP. Topics include: Observation of internal and external interaction dynamics Fostering a free and honest exchange of opinions Suspending hierarchy for better, more effective communication Facilitating change by encouraging exploration The LEGO SERIOUS PLAY method is employed by start-ups and multinational corporations alike to maximize synergy among teams and throughout

organizations. For leaders looking to boost effectiveness and see better results, *Building a Better Business Using the LEGO® SERIOUS PLAY® Method* is a comprehensive introduction to this creative management technique.

Creative Methods for Human Geographers -

Nadia von Benzon 2021-01-13

Introducing a broad range of innovative and creative qualitative methods, this accessible book shows you how to use them in research project while providing straightforward advice on how to approach every step of the process, from planning and organisation to writing up and disseminating research. It offers: Demonstration of creative methods using both primary or secondary data. Practical guidance on overcoming common hurdles, such as getting ethical clearance and conducting a risk assessment. Encouragement to reflect critically on the processes involved in research. The authors provide a complete toolkit for conducting research in geography, while ensuring the most cutting-edge methods are unintimidating to the reader.

Enhancing Student-Centred Teaching in Higher Education - Karen Gravett 2020-01-22

This book explores student-staff partnerships through a breadth of co-authored research projects. There is a significant gap in current literature regarding student-staff partnerships, both in the sharing of examples as well as in the examination of partnership working and its impact. Organised into four thematic sections, the editors and contributors highlight the diversity of routes students and staff can take to work in partnership, as well as how research, learning and teaching can be co-created. Written by both university staff and student researchers, the chapters consider the benefits of student-staff partnerships as an antidote to consumerist visions of higher education, and a way of celebrating the potential of students and their voices. This book will be of interest and value to scholars of student-staff partnerships.

LEGO Fire Station: A Push, Pull and Slide Book - LEGO Books 2021-08-05

Push, pull and slide the moving mechanisms in this brilliant board book to bring the LEGO Fire Station to life. The Fire Chief and her crew need your help! Push and pull the tabs in each scene -

open the fire station doors, make the helicopter take off and then slide the scene-changing mechanism to drive off in the fire engine - all in a day's work! LEGO Fire Station: A Push, Pull and Slide Book is a great gift for young LEGO fans.

Serious Games - Minhua Ma 2020-11-28

This book constitutes the refereed proceedings of the 6th Joint International Conference on Serious Games, JCSG 2020, held in Stoke-on-Trent, UK, in November 2020. The 19 full papers presented together with 3 short papers were carefully reviewed and selected from 38 submissions. The papers offer a wide range in the use of serious games in several fields like learning, simulation, training, health, well-being, management, assessment or marketing and much more.

LEGO Micro Cities - Jeff Friesen 2018-10-30

Create your own custom city with building instructions for over 50 builds from 8 amazing LEGO Micro Cities! Build a beautiful LEGO® city that's small enough to hold in your hands! Filled with striking photos, step-by-step instructions, and countless ideas for customization, LEGO Micro Cities shows you how building small can open up new possibilities for the creative builder. You'll learn everything you need to know to create your own micro city, from building the foundation to adding convincing architectural details that will bring your city to life.

Mastering Writing at Greater Depth - Adam Bushnell 2020-01-27

How do teachers identify the potential for greater depth writing and encourage children to meet their full potential? This book was created by people who are not only passionate about primary education, but who are also leading experts in their own particular areas. They have made use of their wide experience to offer practical guidance on greater depth writing, while underpinning this with theoretical understanding. We hope that reading this book helps you to reflect on what greater depth writing looks like and how you can encourage children to write at greater depth. You will find many suggestions for teaching lessons that encourage children to write at greater depth underpinned by theory.

[Student Empowerment in Higher Education.](#)

Reflecting on Teaching Practice and Learner Engagement - Anjoom A. Mukadam 2020-05-04

Student Empowerment in Higher Education brings together the accumulated knowledge and experience of many accomplished teachers and students from higher education institutions around the world, and has much to offer those who are engaged in higher education, as students, teachers or support staff. The authors offer personal reflections in teaching, learning, mentoring, assessment, hands-on activities, course design and student identities in higher education across the globe, supported by academic research and scholarship. Readers are provided with a window into tried and tested empowering practices in varying contexts, enabling them to see what works and what does not, alongside the challenges and possibilities. A distinctive feature of this book, and its paramount strength, is that it explores best practices in student empowerment, whilst reflecting on matters of teaching and learning that are familiar to students and teachers alike, and also explores practices in a variety of disciplines. The intention of these volumes, therefore, is not only to inform readers about the diverse learning and teaching approaches of the authors, but, most importantly, to facilitate processes of student empowerment and promote reflection on teaching and learning practices. "In recent decades, higher education policy discourse has persistently implied that a university education is 'delivered' to students under the impersonal banner of 'the student experience'. Not only does this commodify the diverse, individual experiences of students into one marketable product, it also creates false barriers and power dynamics between students and their teachers. In *Student Empowerment in Higher Education*, the students and lecturers who collaborated to write this important volume have literally blown such misleading notions out of the window! I highly recommend each varied and autonomous chapter to learn what really inspires confidence and success in university students." Professor Sarah Hayes, Professor of Higher Education Policy, University of Wolverhampton "The two volumes of *Student Empowerment in Higher Education* offer the reader rich and varied examples and understandings of student empowerment from

around the world. The authors provide reflective accounts of learning and teaching from diverse perspectives and disciplines, which focus on many different areas of practice in higher education. It is this variety that will appeal to many readers, as the source of ideas and inspiration for numerous possible routes to empowerment. With many chapters co-authored by students and staff, the book models the collective responsibility students and staff have for enhancing student empowerment." Dr. Catherine Bovill, Senior Lecturer in Student Engagement, University of Edinburgh; Fulbright Scholar, Elon University, North Carolina, USA; Visiting Fellow (Knowledge Exchange), University of Winchester

The Unofficial LEGO Builder's Guide - Allan Bedford 2005

Presents a guide to constructing toys, miniature buildings, and art projects with LEGOs, covering topics such as scale, bonding patterns, model designs, grids, mosaics, games, tools, and techniques.

Adult Education and Vocational Training in the Digital Age - Wang, Victor C.X. 2016-11-08

In order to deliver optimum educational opportunities to learners, higher education institutions must utilize emerging innovations and resources. By doing so, they can begin to develop more student-centric pedagogies. *Adult Education and Vocational Training in the Digital Age* is an authoritative reference source for the latest scholarly material on the use of recent technologies to facilitate and optimize classroom environments for adult learners. Highlighting relevant andragogical, organizational, and institutional issues, this book is ideally designed for professionals, educators, upper-level students, administrators, and academics interested in emerging research on digital classrooms.

Handbook of Research on Human-Computer Interfaces and New Modes of Interactivity - Blashki, Katherine 2019-05-31

Due to its versatility and accessibility, individuals all around the world routinely use various forms of technology to interact with one another. Over the years, the design and development of technologies and interfaces have increasingly aimed to improve the human-computer interactive experience in unimaginable

ways. The Handbook of Research on Human-Computer Interfaces and New Modes of Interactivity is a collection of innovative research on the methods and applications of interactive technologies in the modern age. Highlighting topics including digital environments, sensory applications, and transmedia applications, this book is ideally designed for academicians, researchers, HCI developers, programmers, IT consultants, and media specialists seeking current research on the design, application, and advancement of different media technologies and interfaces that can support interaction across a wide range of users.

The LEGO Neighborhood Book 2 - Brian Lyles
2018-11-06

Step-by-step instructions show how to build detailed LEGO models of neighborhoods - complete with homes, stores, restaurants, barbershops, and more. Enter the fantastical world of model building. The LEGO Neighborhood Book 2 is a full-color guide to creating intricate, bustling LEGO neighborhoods, and cities. In this second volume, a follow up to the runaway best-selling first volume, you'll learn even more ways to create classic architectural styles using only LEGO bricks. In addition to creating entire buildings, LEGO model-building experts Brian and Jason Lyles also show you how to create interesting architectural features like cornices, false fronts, porches, and detailed interiors and furniture. With instructions for three buildings and many smaller builds, The LEGO Neighborhood Book 2 is sure to provide hours of building fun and inspiration for readers of all ages.

Strategic Play - Senior Lecturer in Philosophy
Denise Meyerson 2015-07-31

The LEGO Architecture Idea Book - Alice Finch
2018-09-25

Take your creations to the next level with The LEGO Architecture Idea Book! These clever building tips will give you endless inspiration for making your own amazing mansions, castles, houses, spooky shacks, and more. Every chapter includes ideas for creating architectural elements like columns, doors, windows, and walls. But rather than providing step-by-step

instructions, the book includes helpful photography from every angle that shows you how to achieve the look, adapt it to your build, and make it your own. Learn how to: - Build amazing walls that break the mold, with brick-and-mortar effects, weathered walls, and loose bricks - Recreate structural effects like timber framing, soaring towers and turrets, shingled roofs, clapboard siding, and more - Elevate your models with "stained glass", intricate color patterns, and tumble-down wear-and-tear - Use pieces like croissants, snakes, and goblets to make unique architectural ornamentation Bursting with clever ideas, The LEGO Architecture Idea Book will show you how to turn your buildings into impressive, realistic structures.

Product-Focused Software Process

Improvement - Pekka Abrahamsson 2015-11-28

This book constitutes the refereed proceedings of the 16th International Conference on Product-Focused Software Process Improvement, PROFES 2015, held in Bolzano, Italy, in December 2015. The 18 revised full papers presented together with 10 short papers and 18 workshop papers were carefully reviewed and selected from 50 submissions. The papers are organized in topical sections on lessons learned from industry-research collaborations; instruments to improve the software development process; requirements, features, and release management; practices of modern development processes; human factors in modern software development; effort and size estimation validated by professionals; empirical generalization; software reliability and testing in industry; workshop on processes, methods and tools for engineering embedded systems; workshop on human factors in software development processes; and workshop on software startups: state of the art and state of the practice.

The LEGO Build-It Book, Vol. 1 - Nathanael Kuipers
2013-07-01

With just one collection of LEGO bricks, you can build any of these 10 models—from the simple Go-Kart to the intricate Rescue Truck. Handy tips and advanced building techniques will inspire you to create your own amazing models for even more fun! -Off-Roader -Go-Kart -Muscle Car -Stroller -Multi-Purpose Truck

-Historic Racer -Classic Car -Wheel Loader
-Street Rod -Rescue Truck

Developing the Higher Education

Curriculum - Brent Carnell 2017-11-13

A complementary volume to Dilly Fung's A Connected Curriculum for Higher Education (2017), this book explores 'research-based education' as applied in practice within the higher education sector. A collection of 15 chapters followed by illustrative vignettes, it showcases approaches to engaging students actively with research and enquiry across disciplines. It begins with one institution's creative approach to research-based education - UCL's Connected Curriculum, a conceptual framework for integrating research-based education into all taught programmes of study - and branches out to show how aspects of the framework can apply to practice across a variety of institutions in a range of national settings. The 15 chapters are provided by a diverse range of authors who all explore research-based education in their own way. Some chapters are firmly based in a subject-discipline - including art history, biochemistry, education, engineering, fashion and design, healthcare, and veterinary sciences - while others reach across geopolitical regions, such as Australia, Canada, China, England, Scotland and South Africa. The final chapter offers 12 short vignettes of practice to highlight how engaging students with research and enquiry can enrich their learning experiences, preparing them not only for more advanced academic learning, but also for professional roles in complex, rapidly changing social contexts.

ECGBL 2022 16th European Conference on Game-Based Learning - Conceição Costa
2022-10-06

[How to Facilitate the LEGO® Serious Play® Method Online](#) - Sean Blair 2020-10-12

This 194 page colour book is Sean's 3rd book about professional facilitation of LEGO Serious Play. Detailing new techniques to achieve successful outcomes ONLINE. Including step-by-step guides, graduate stories & bonus downloads.

Building a Better Business - Patrick Dixon
2005

Starting from the premise that people's attitudes to business have changed—both the role businesses should play in the world and how individuals can achieve a better work-life balance—this book shows how you can build a better and more successful business and achieve more satisfaction in the process. With chapters on better ways to win and keep customers, better kinds of products and services, better brands for lasting value, better marketing, better public relations and publicity, better leadership, better ways to organize, better ways to make things happen, better teams, and better targets, goals, and incentives, it is an intensely practical and also inspirational guide to how you can build a better future for your business and yourself.

How to Build LEGO Cars - Nate Dias
2021-12-07

Discover how to build your dream LEGO cars - with tips and techniques from expert LEGO builders. Create 30 incredible LEGO vehicles. Race speedy sports cars, build a camper van for a road trip, create a space buggy for an intergalactic mission, make an ice-cream van for unlimited treats, and much more. From chassis and bumpers to windscreens and spoilers, learn everything you need to create your own LEGO cars. You can build anything! ©2021 The LEGO Group