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Nota di contenuto	Education 4.0 Approach for New Careers at Mexico City-IPN -- Business Strategies and University-Pharmaceutical Industry Collaboration -- Ethics and marketing of social integration in cultural, heritage and educational contexts -- Gamification in the process of cognitive stimulation in children with down syndrome -- Development of a web-based system to measure, monitor and promote school engagement strategies -- Digital competencies in teachers of Regular Basic Education in Tacna-Peru -- Study of the visual variables of the elliptic paraboloid and their representations through digital technology -- Mental state equalization for neuroeducation: methodology and protocol for applying electroencephalogram in educational instruments -- The Impact of an Online Course on Upcycling for Sustainable Development and the Circular Economy -- Promoting Social Innovation Projects with an Online Course: Creating Global Solutions for

Sustainability -- Universities as spaces of knowledge creation - going through the test of the pandemic -- Developing Computational Thinking in Basic School: Resources from Mathematics Teachers in Portugal -- Lyrics Training: An e-learning approach to improve listening skills -- Entrepreneurship learning – applying a revised Experiential Learning Model (ELM) to Cultural and Creative Industries -- Avaliação da Evolução de Competências Transversais e Técnicas, num Percurso de Formação Profissional: experiência piloto para análise da eficiência dos instrumentos e resultados -- Web page to promote the values of school coexistence in basic education students -- Cognitive Biases in the Investment Decision Process -- Acquiring information for the social organization: the role of social media use and social capital -- Video tutorials as a didactic strategy for the knowledge of Copyright -- Interactive Application with Motion Comics in The School Bullying Awareness Process -- Planning and development of the MOOC-DTS "Digital Tutorial Space": case study in a University Tuna -- The AmTriangle meta-dataset for playing with Machine Learning -- Evaluation on Collaborative and Problem-Based Learning - Some Teaching Experiences in Mathematics -- Robotic Process Automation (RPA) Platforms to Boost Students' Career Readiness -- Narrative of videogames, automation of a proposed analysis model -- Innovation and information technologies in microenterprises in the commerce sector -- Quality and practices for Sustainability in Higher Education – An Impact Ranking approach -- Efficacy of The Flipped Classroom Model on Students at Jorge Basadre Grohmann National University of Tacna in English Learning -- Communication as a democratic strategy in the Republic of Ecuador -- Impact of lecturer training on absenteeism and job performance: Ecuador s higher education institution case -- Developing the Pedagogical Capacity of English Language Teachers in Regular Basic Education in Tacna Region.- Internet Access and Educational Backwardness in the times of COVID-19 Pandemic: Evidence from Mexico's Rural Households -- Determinants of the adoption of digital platforms in higher education institutions by students -- MATHematics DIGital Escape Rooms - empowering students -- Training routine for electrical power station operations using virtual reality -- Digital tools and methods to enhance learning: the Digitools Project -- Management of Economic Development and Principles of Environmental Sustainability -- Corporate Governance Performance and Performance Comparison between two groups of banking institutions in Portugal -- Organizational climate and its importance for organizational success: a literature review -- Is there a Gender Relationship between Outdoor Activities and Well-Being? Empirical Study in Northern Portugal -- The Intervention of Local Authorities on the Management of Outdoor Tourism: The Case of Northern Portugal -- Adaptive Control of a Mobile Robot for Cargo Transportation in Industrial Environments -- Assessment of Digital Teaching Skills – Apilot study based on the precepts of DIGCOMPEDU -- A Fuzzy Logic implementation to support second language learning through 3D immersive scenarios -- A BERT-Powered Writing Assistant for Academic Purposes in European Portuguese -- App and Classroom instruction for better pronunciation: some results -- Appreciation of ICT tools in higher education in times of pandemic -- Exploring the role of Emotional Intelligence and Artificial Intelligence on luxury value and customer-based outcomes -- Perspectives of media competence in communication and journalism careers in the Andean area -- Contribution of social networks in learning: A study in higher education -- Technological Accessibility Plan for Students with Disabilities: An Experience in Inclusive Education

-- Evaluation of the use of ICT tools in higher education student performance -- The relationship between Rural Tourism, Sustainable Tourism and Outdoor Activities: A Systematic Literature Review -- Portuguese Sports Fans Reaction to Professional Athlete's Activism on Social Media: A Systematic Literature Review -- The Game of Words Human Creative Writing against Computer Assisted Writing -- Introduction to Spatial Data Infrastructures and Web Services. The WMS Display Service and the Geographical Information Metadata -- The Transition of Television Entertainment Considering the Application of Streaming Platforms – Systematic Review -- Graph Databases Assessment: JanusGraph, Neo4j, and TigerGraph -- The use of Mobile Technology in Outdoor Tourism: A Systematic Review -- Using technology in tourism: a twofold supply perspective -- AR-based resources to train Computational Thinking skills -- International Mobility Flows and COVID-19 Effects: Evidence from Instituto Politécnico de Bragança -- Learning graphics in Supervised Teaching Practice in an educational COVID-19 context -- Collaborative training: faculty and library combat plagiarism - the case of the Instituto Superior de Contabilidade e Administração do Porto Library -- Cybersecurity concerns under COVID-19: representations on increasing digital literacy in higher education -- Active Methodologies in Higher Education: an interdisciplinary project applied to teachers' education -- Social Education, Professional Knowledge and Deontological Culture - Under construction dynamics -- Initial Training in Social Education A Study about Teaching Profiles -- Learning in the context of digital technologies: what les-sons can we learn from covid-19 in basic education? -- Canvas RGPD Model -- The (re)invention of pedagogy through digital technologies in time COVID-19 -- Technologies and their Impact on the Leadership and Current Management of Schools -- Virtual accessibility to enhance research efficiency: the case of Bolivia -- Research management and virtual accessibility: the case of Paraguayan universities -- nterpretando a Teoria Unificada de Aceitação e Uso de Tecnologia sob a ótica de professores de Instituições de Ensino Superior (IES) no Brasil -- Remote Leadership: a (re)qualification of School Leaders in Portugal.

Sommario/riassunto

This book presents high-quality, peer-reviewed papers from the International Conference in Information Technology & Education (ICITED 2022), to be held at the ESPM – Higher School of Advertising and Marketing, Rio de Janeiro, Brazil, between July 14 – 16, 2022. This book covers a specific field of knowledge. This intends to cover not only two fields of knowledge – Education and Technology – but also the interaction among them and the impact/result in the job market and organizations. It covers the research and pedagogic component of Education and Information Technologies and also the connection with Society, addressing the three pillars of higher education. This book addresses impact of pandemic on education and use of technology in education. Finally, it also encourages companies to present their professional cases which will be discussed. These can constitute real examples of how companies are overcoming their challenges with the uncertainty of the market.