



EDITORIAL

The appearance of issue 9 of DIGITHUM once again renews the individual and institutional desires to create a digital academic and scientific research journal focused on the transformation and evolution of the human and social sciences in contemporary society.

The issue that we are presenting brings together the initial impetus of constant improvement and the efforts to gain in image and functions, and to position the journal in various international reference indexes which will allow us to establish the requirements and the mechanisms that ensure quality. For example, DIGITHUM has been accepted in the two most important databases of scientific journals in Latin America, Redalyc and e-revistas. It has also been included in Intute, an evaluated directory of academic arts and humanities resources that has the support of six British universities.

This issue's content is double, as shown by the format of the journal. On the one hand, the monographic dossier, led on this occasion by Federico Borges Sáiz (lecturer at the UOC), focuses on virtual teaching, with an original viewpoint that places the student at the centre of this type of training, which has transcendental implications for the design and success of educational instruction. The dossier features three research articles and a collective reflection in which three members of the UOC, a lecturer and two practising counsellors, who are also former students who graduated from the university, offer their unique vision of the problems facing students in virtual environments.

On the other hand, the miscellany part of the issue includes three very diverse articles which reflect three of the lines of interest of DIGITHUM, Janine Sprünker, from the perspective of cultural management, deals with the creation of face-to-face exhibitions on the theatrical heritage; Roger Pérez positions himself at the intersection between linguistics, cognition and the study of internet in order to analyse the metaphors that are used to speak of this family; and, finally, from an ethnographic point of view, E. Ardèvol, T. Roig, G. San Cornelio, R. Pagès and P. Alsina explore the relationship between videogames and the use of audiovisual media in everyday life.

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