



 **DiTES**

# ACTIVITY REPORT

# 2019-2023

VERSION 1

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# WHO WE ARE

The DITES Research Center is the result of a fruitful research collaboration launched in 2016 on the issues of digital transformation and its impact on people, organizations and territories, with the aim of accompanying people, educational systems, organizations and communities towards adapting to the challenges posed by digital transformation.

The Center was officially founded in December 2018 as a research and experimentation space dedicated to the themes of Education, understood as an integrated macrosystem that involves education-training-work-orientation services and transition support.

The DITES research centre aims to promote digital culture from a "human-centric" perspective and from a perspective of individual, organizational and community empowerment, tracing collaboration networks between different sectors of society and encouraging collaboration between different knowledge to cope with growing complexity.

## VISION

Our vision is recognized in the **centrality of the person** and in the value attributed to relationships and the principles of reciprocity and sharing that allow us to promote individual well-being and value for communities.

## MISSION

The centre wants to play a role as an **"innovator-integrator"** which, despite being rooted in a specific technical-cultural sector, works to intercept intersection paths, encourage the creation, valorisation and transfer of knowledge, starting from the recognition of differences, and overcoming the idea of contrast to pursue that of complementarity.

## VALUES

**ENHANCEMENT OF DIVERSITY**  
**NETWORKING**  
**ETHICS OF CO-RESPONSIBILITY**

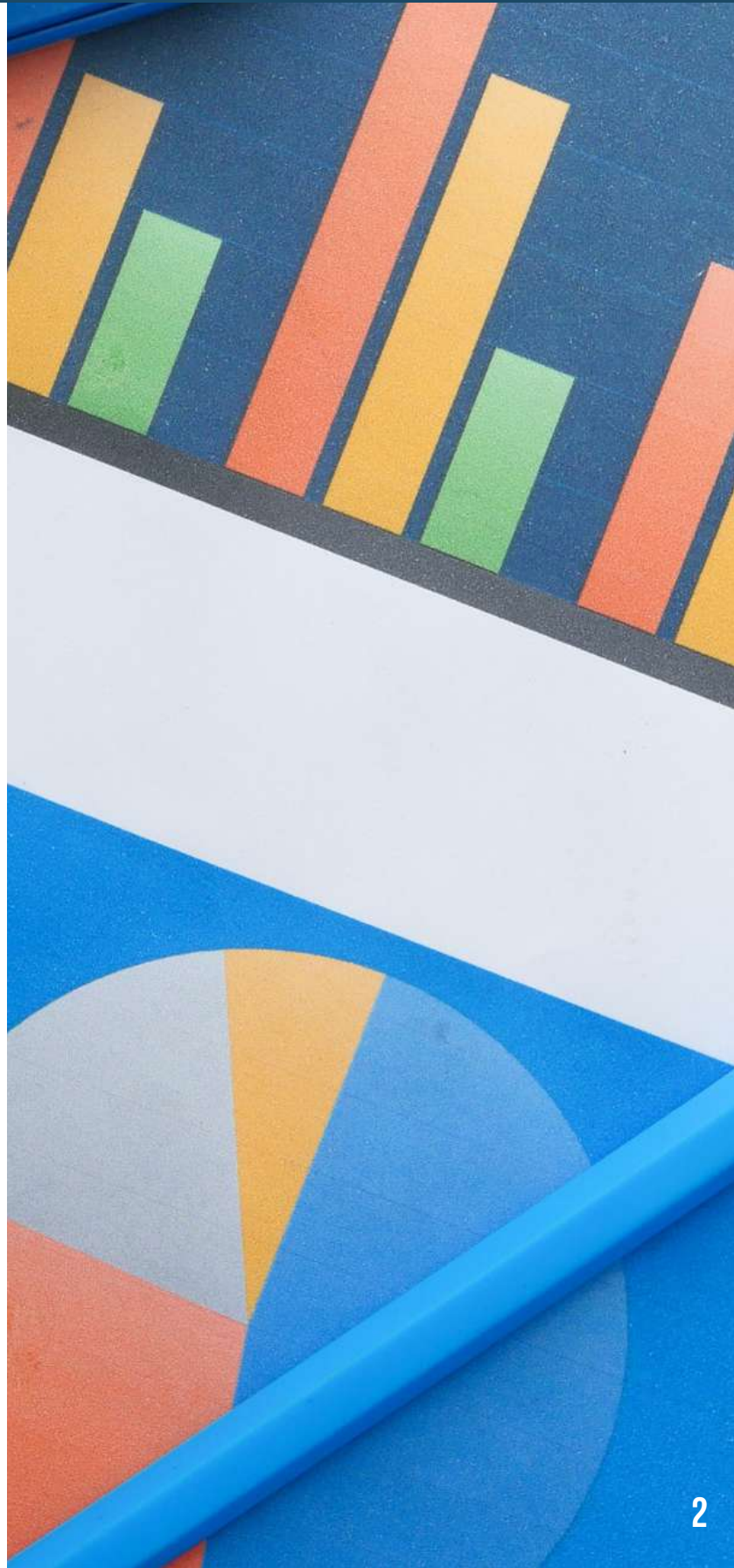
# A. RESEARCH

## MACRO OBJECTIVES

- Promotion of Inter Trans & Multidisciplinary research paths
- Adoption of a systemic perspective in the analysis of contemporary problems, to impact more effectively on the complex, fragmented and territorially dispersed organizational realities that characterize the digital ecosystem in which we are immersed.

## SPECIFIC OBJECTIVES

- Consolidation of foundational research paths
- Expansion of the research topics covered
- Publication of research results



# B. INTERNATIONALIZATION

## MACRO OBJECTIVES

- Promotion of social capital
- Construction of trust, cooperative and reciprocal relationships aimed at creating virtuous connections and synergies in a supply chain logic, particularly between school, university, work, services, territory and research, considered essential agents of change and social and cultural innovation.

## SPECIFIC OBJECTIVES

- Increase the network of direct and associated partners
- Expand the geographical and territorial coverage of stable partners
- Expand the reference community



# C. THIRD MISSION

## MACRO OBJECTIVES

- Empowerment of people, organizations, communities
- Training of the awareness necessary to respond responsibly to the complex human and social challenges posed by the digital society
- Recognition of the person's centrality in his constitutively relational and interdependent nature.

## SPECIFIC OBJECTIVES

- Promote the spread of digital culture in schools
- Invest in building knowledge networks
- Promote personal empowerment
- Disseminate scientific knowledge





**ACTIVITY**

**2019-2023**

# A. RESEARCH

## INTER TRANS & MULTIDISCIPLINARY RESEARCH PATHS



### A1 CONSOLIDATION OF EDUCATIONAL RESEARCH PATHS

#### EDUCATION & MARKET LABOUR

The research line on Education & Market Labor delves into the study of the education system concerning the labour market through a multi-dimensional and multi-level lens that focuses on the following key themes:

- educational policies and school-university and work transition
- organizational/educational practices for the empowerment of the person and the development of active citizenship,
- skills and models for promoting social innovation for and through Education.

### A2 EXPANSION OF THE RESEARCH TOPICS COVERED

#### HUMAN FLOURISHING

Flourishing is an area of scientific and research interest that combines a vast literature from philosophy to sociology, political science to economics, educational sciences to psychology, and medicine to life sciences. The current challenge of the DITES Center is to contribute to developing perspectives that promote the co-construction of multi-inter and trans-disciplinary knowledge that tries to recompose the separation between individual and context, between individualistic and collectivistic cultures, according to a model of synthesis that declines the Aristotelian concept of happiness, underlining the dimension of growth, development and holistic well-being of the person and society.



## THE USE OF AI AND ITS ETHICAL AND SOCIAL IMPLICATIONS BETWEEN SECURITY, DATA PROTECTION AND SUSTAINABILITY

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The line of research on AI in its ethical and social connotations aims to delve into issues related to data protection, cybersecurity and the impacts on people, organizations and communities, with particular attention to the knowledge gap, the use of artificial intelligence and the European policies currently in force.

### A3 PUBLICATION OF RESEARCH RESULTS

**5**

**CONTRIBUTIONS IN VOLUMES**

**4**

**ARTICLES BAND A JOURNALS**

**15**

**ARTICLES IN SCIENTIFIC JOURNALS**

**5**

**CONFERENCE PROCEEDINGS**

**11**

**DISSEMINATION ARTICLES**

**27**

**PARTICIPATION/  
ORGANIZATION OF EVENTS**

# PROMOTION OF SOCIAL CAPITAL

## B1 NATIONAL AND INTERNATIONAL NETWORKS

The DiTES Research Center collaborates with public and private organizations, including national and international universities, research centres, profit and non-profit organizations and is a member of different networks.

### SKILLMAN.EU

A network that aims to develop, strengthen and disseminate the skills, abilities and innovative curricula of the advanced manufacturing sectors within the various VET paths in Europe and worldwide: [www.skillman.eu](http://www.skillman.eu).

### SKILLMAN

### GLOBAL COVES

Transnational network of public and private organizations that brings together educational, productive, research and development institutions to promote inclusive and sustainable development.

### COP – DIGCOMP

Community of Practice is an international network that promotes and supports the development of the European framework for digital competence and active citizenship.

### ALL DIGITAL

Leading pan-European association based in Brussels, representing member organizations across Europe working with 25,000 digital competence centres: [all-digital.org](http://all-digital.org)

### REPUBBLICA DIGITALE

A national strategic initiative promoted by the Department for Digital Transformation of the Presidency of the Council of Ministers to support maximum digital inclusion and promote education in future technologies.

# INTERNATIONALIZATION

# PARTNER

Through numerous research projects, the Research Center has consolidated, over the years, its collaborations with national and international research centres and with public and private organizations involved in the ICT & Education and Digital Technologies for people empowerment areas. In line with the University's objectives, internationalization represents the primary objective of the Research Centre.



# ASSOCIATED PARTNER



STATE INTELLECTUAL PROPERTY OFFICE



e-CAMPUS



## B2. EXPAND THE GEOGRAPHICAL AND TERRITORIAL COVERAGE OF STABLE PARTNERS

## B3. EXPAND THE REFERENCE COMMUNITY





# C. THIRD MISSION

EMPOWERMENT OF PEOPLE, ORGANIZATIONS,  
COMMUNITIES



C1 PROMOTE THE SPREAD OF DIGITAL CULTURE IN  
SCHOOLS



# PROJECTS IN PROGRESS



# BUTH

## AI Building Trust in Human Centric Artificial Intelligence



[www.bu-thai.unilink.it/](http://www.bu-thai.unilink.it/)



Co-funded by the Erasmus+ Programme of the European Union

## BUT-AI

BUILDING TRUST IN HUMAN CENTRIC ARTIFICIAL INTELLIGENCE

2023 - 2026

### Target

Teachers  
Students  
University

### GOALS

- develop trust and critical awareness in using Artificial Intelligence through research, teaching and dissemination activities.

### ACTIVITY

- Creation of two training modules:
  - M1 “The European Union's human-centred approach to AI” - Target high school students
  - M2 “The use of AI and the practical connotations of data protection, IT security and ethical principles” - Target university students
- Call for papers







[www.d-challenghe.unilink.it/](http://www.d-challenghe.unilink.it/)



Co-funded by the  
Erasmus+ Programme  
of the European Union

# D-CHALLENGHE

DIGITAL CHALLENGE IN HIGHER  
EDUCATION

2022-2024

## Target

Researchers-PhD

Teachers

Students

University

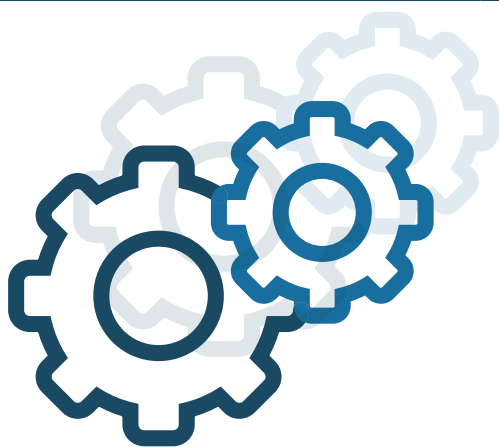
## GOALS

- dissemination, training and development of skills for online learning
- digitalisation of educational content

## ACTIVITY

- Creation of a HUB of universities and research institutes as a permanent observatory to work on digitalisation issues
- Training for innovative teaching
- Creating serious games: gamification of learning





**WORK IN PROGRESS**



Co-funded by the  
Erasmus+ Programme  
of the European Union

## UP2YOU

**UPGRADING UNIVERSITY PATHWAYS TO  
PROMOTE BOTTOM-UP SUSTAINABLE  
AND INCLUSIVE DEVELOPMENT**

**2023-2025**

### Target

Students

Teachers

Civil society organizations

Education professionals

### GOALS

- Promote the improvement and adoption of the quadruple helix model to promote local communities' sustainable and inclusive development through participatory and multidisciplinary approaches.

### ACTIVITY

- development of innovative models of Higher Education paths integrated with the know-how of Civil Society organisations;
- promotion of cooperation between higher institutions and civil society organisations
- promotion of the development of synergies between the academic and social worlds capable of guiding the development and implementation of more coherent and efficient development policies



Universidade de Vigo



Center for Social  
Innovation



ÇEKDEV





# YOULEADERS



[www.youleaders.eu/](http://www.youleaders.eu/)



Co-funded by the  
Erasmus+ Programme  
of the European Union

## YOULEADERS

YOUTH COMMUNITY LEADERS IN RURAL  
AREAS OF SOUTH-WESTERN EUROPE

2022-2024

### Target

Young

Educators

Civil society organizations

### GOALS

- unleash the potential of young men and women living in rural areas of south-western Europe to become innovative leaders capable of promoting change in their communities;
- support young men and women in developing their social ideas and initiatives, from planning to practice, using a holistic approach to social innovation and self-entrepreneurship

### ACTIVITY

- co-design of a hybrid capacity building course which will also see the involvement of civil society organisations, experts, political representatives and stakeholders interested in the initiative.





[www.ipr4sc.eu/](http://www.ipr4sc.eu/)



Co-funded by the  
Erasmus+ Programme  
of the European Union

# IPR4SC

## DEVELOPING SKILLS IN INTELLECTUAL PROPERTY RIGHTS OPEN DATA FOR SUSTAINABILITY AND CIRCULARITY

2022-2025

### Target

Higher Education Organizations (HEIs)  
Vocational Training Organizations (VETs)  
Higher Education Teachers (HEIs)  
VET Trainers  
Higher Education Students (HEIs)  
VET Learners  
Higher Education Technology Transfer Offices  
(HE TTOs)  
Patent Offices  
Staff of Technology Transfer Offices (TTOs)  
SMEs and Start-ups  
Patent lawyers  
Lawyers specialized in Intellectual Property (IP)  
Employees of National Patent Offices  
Technology suppliers  
Decision-makers, public bodies (local, regional,  
national, European);  
Citizens/general public;  
Press and media

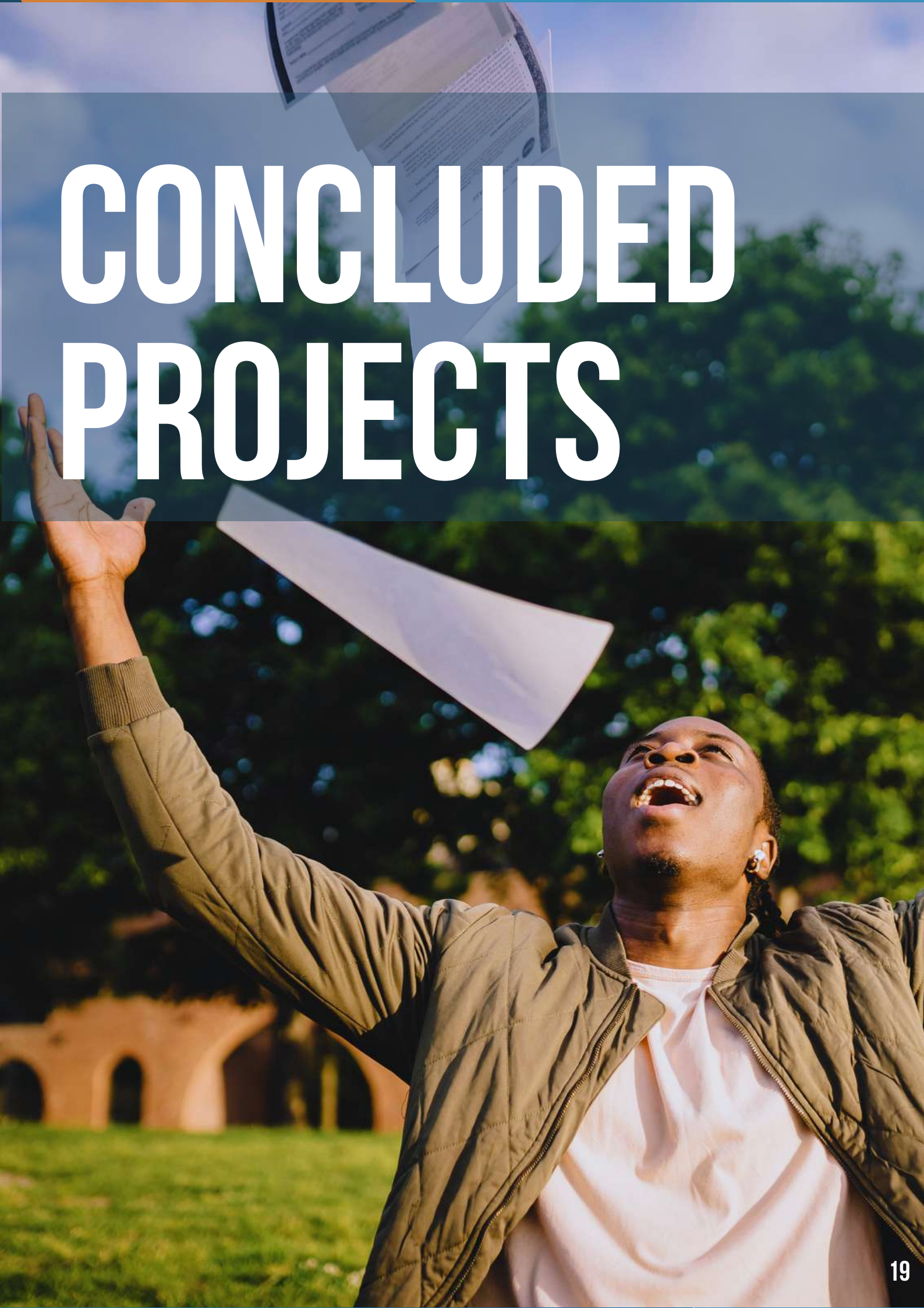
### GOALS

- fill the gap in IT and intellectual property management skills, better known as "IP for business", by complementing these with green, digital and entrepreneurial skills.
- increase the innovation capacity of European inventors trained in higher education (HE) institutions and vocational training (VET) organisations so that they can design and implement businesses operating in a sustainable and circular economy, enhancing skills related to "IP for business."

### ACTIVITY

- development of educational offers provided by HEI institutions and VET providers, adapting them to different target groups. These will include the use of open-access resources and will focus on supporting the practical application of intellectual property skills in business.





# CONCLUDED PROJECTS

# BE-COMS



[www.be-coms.unilink.it/](http://www.be-coms.unilink.it/)



Co-funded by the  
Erasmus+ Programme  
of the European Union

## BE-COMS

BUILDING E-COMPETENCIES AT  
SCHOOL

2021-2023

### Target

Teachers Students  
University

### GOALS

- Promotion of the adoption of digital technologies in education
- Dissemination of good practices at the European level.
- Improvement of teaching methodologies used by teachers and trainers

### ACTIVITY

- Using gamification-based educational resources
- Promotion of digital culture
- Creation of a community of interest aimed at sharing good practices and developing innovative projects and initiatives to support schools in the digital age





[www.ecolhe.eu](http://www.ecolhe.eu)



Co-funded by the Erasmus+ Programme of the European Union

# ECOLHE

## EMPOWER COMPETENCES FOR ONLIFE LEARNING IN HE

2020-2023

### Target

Academic Institutions  
Teaching staff (professors, researchers and tutors)  
Students  
Technical and administrative staff  
The local and international university community

### GOALS

- examine how the idea of a European Digital Higher Education Area has been translated into practice at national and international levels by Academic Institutions.
- identify which organizational transformations have characterized universities understood as "complex organizations".

### ACTIVITY

- Relationship to the theoretical and European framework, and models and tools for national case studies
- Engaging higher education students with collaborative electronic activities.
- Pilot training report
- Symbiotic learning paradigm: teacher skills and methods in higher education
- Recommendations and guidelines for Academic Bodies





[www.re-educo.eu](http://www.re-educo.eu)



Co-funded by the  
Erasmus+ Programme  
of the European Union

## RE-EDUCO

RETHINKING EDUCATION COMPETENCIES,  
EXPERTISE, BEST PRACTICES AND  
TEACHING IN DIGITAL ERA

2020-2023

### Target

Teachers  
Students  
University

### GOALS

improvement of the broad socio-economic environment through:

- the innovation of organizational and training processes to reduce the job supply-demand mismatch in the digital age
- promoting excellence in teaching
- the dissemination of best practices and digital culture at the European level

### ACTIVITY

- NEEDS ANALYSIS: Active citizenship for the digital society
- Excellence in teaching, learning and skills development.
- School Contest: from the search for ideas to the digital start-up
- Active learning for digital innovation
- Publication of project findings and recommendations
- Short-term joint staff training events







[www.dig4life.eu](http://www.dig4life.eu)



Co-funded by the  
Erasmus+ Programme  
of the European Union

# DIG4LIFE

DIGITAL FOR LITERACY AND FUTURE  
EDUCATION

2020-2023

## Target

Teachers Students  
University

## GOALS

- sharing good practices at the European level
- contribute to disseminating innovative teaching methodologies to promote the improvement of the digital skills of teachers and students,
- combat functional and emotional illiteracy and unequal access to education.

## ACTIVITY

- Teacher self-assessment tests and tools
- Prototype co-design
- Testing of the prototype in schools and professional training systems
- DIG4LIFE guidelines and digital toolkit
- Staff training



ASSOCIATED PARTNER



# DECODE



[www.decode-net.eu](http://www.decode-net.eu)



Co-funded by the  
Erasmus+ Programme  
of the European Union

## DECODE

DEVELOP COMPETENCES IN  
DIGITAL ERA

2016-2018

### Target

Principals Professors  
Decision-makers

## GOALS

- create the best conditions for the exchange of good practices in teaching digital skills

## ACTIVITY

- integration of digital technologies into teaching practices
- development of teachers' digital skills
- analysis of teaching practices
- exchange of good practices at the national and international levels





# EDU HUB

## C.2 INVEST IN BUILDING KNOWLEDGE NETWORKS

The EDU HUB community was born under the impetus of the RE-EDUCO and DIG4LIFE projects and continued its activities within the BE-COMS project to establish itself as an autonomous space of collaboration for the generation of value and the valorization of talents.

**EDU HUB** is an **open community of practices** which, by enhancing the networking opportunities, wants to give all those who work in the world of school, training, orientation and social innovation the possibility of:

- build alliances and new synergies to generate value;
- share good practices, experiments and virtuous experiences to share,
- promote dissemination through the channels offered by the EDU Hub network.

To join the **EDU HUB Community**, simply register by filling out the form at [this link](#)

# C.3 EMPOWERMENT OF THE PERSON

PCTO FOR SCHOOL



## D-CHALLENGE

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A crucial aspect within the **D-ChallengHE** project "Digital Challenge in Higher Education" is represented by innovation in learning and teaching practices.

This path of excellence for university students aims to:

- **increase students' digital and relational skills;**
- disseminate teaching methodologies in line with the principles of Technology Enhanced Learning through the valorization of **Serious Games;**
- help students reflect on (and enhance) their soft skills.

Edition 1: 2024

## BUTH-AI

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The PCTO in the **Buth-ai** project "Building Trust in Human-Centric Artificial Intelligence" is a 30-hour module on "The European Union's approach to human-centred AI". The PCTO is aimed at high school students. The module is developed through a hackathon led by a team of expert teachers, whose objective is to examine the ethical and social dimensions of AI in line with EU guidelines. Key topics include the use of big data, the ethics of responsibility in the use of AI and its applications in society and in different life contexts.

The methodology adopted encourages critical analysis, teamwork and problem-solving.

Edition 1: 2024

## BE-COMS HACKATON

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Hackathon (20-hour PCTO) is dedicated to high school students and is aimed at self-assessment of the skills required by the world of work and digital society.

Edition 1: 2023

## 4.3.5 NAVIGATE SAFELY ONLINE

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The course aims to offer students an **overview of the problems connected to online navigation**. During the course, the critical issues relating to the digital world are analyzed in search of practical and easily implementable solutions to avoid the negative consequences (not only legal but also reputational) of incorrect web use. For this purpose, some case histories are analyzed, which allows students to see some of the most common errors in practice.

Edition 1: 2022 Edition 2: 2023

## DISCOVERING APPLIED SOCIAL RESEARCH BETWEEN COMMUNICATION AND BIG DATA

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The course introduces students to **social research in the field of communication** by presenting different application contexts and the most important methodologies in use. Starting from an overview of the transformations of the digital revolution and its implications for individuals, organizations and society, **students are challenged with various case studies and the active experimentation of micro-cases of design and research**. At the same time, through a highly interactive setting based on the reproduction of contexts and dynamics of analysis and research, students can measure themselves with different research methodologies.

Edition 1: 2021 Edition 2: 2022 Edition 3: 2023 Edition 4: 2024

## KNOWING HOW TO ORIENT YOURSELF

### INFORMATION AND CONSCIOUS TRAINING IN THE DIGITAL AGE

The '**accompaniment to choice**' project aims to help young people become aware of their talents and resources.

The **reflective workshop** includes illustrative moments accompanied by moments of guided self-analysis, group work, experiential training, role play and guided discussions. The whole activity includes a strong involvement and active participation of the students to develop their: communication skills; meta-reflective, self-assessment and project skills.

Edition 1: 2021

## DIGITAL FOR LITERACY AND FUTURE EDUCATION

DIG4LIFE project for digital literacy (PCTO 30 hours) was created through the use of **Serious Game** for the self-assessment of digital skills for citizenship, according to the European DIGCOMP2 framework.

Edition 1: 2022

## EMPOWERING STUDENTS SKILLS 4.0.

### TRAINING ACTIVITIES

30-hour PCTO course carried out within the framework of the **RE-EDUCO** project "REthinking EDUcation COmpetencies. Expertise, best practices and teaching in Digital Era", aimed at promoting digital awareness in students in the use of new technologies and the possibilities of personal and professional development they offer in the wake of the development trends determined by industry 4.0.

Edition 1: 2021

A stack of several books with colorful covers (yellow, blue, green, red, pink) is shown. The books are slightly open, and the pages are visible. A semi-transparent dark grey horizontal band is overlaid across the middle of the image, containing the text 'C.4 DISSEMINATE SCIENTIFIC KNOWLEDGE' in white, bold, sans-serif font.

# C.4 DISSEMINATE SCIENTIFIC KNOWLEDGE



# DITES OBSERVATORY

The research activities conducted by the **DITES** research centre flow into its Observatory, created in 2020, to promote the dissemination of the results of scientific research.

The quarterly magazine Quaderni di Comunità. People, Education and Welfare in Society 5.0, published by Eurilink University Press, represents one of the most important research products of the Observatory, accompanied by publications resulting from research conducted in collaboration with teams of national and international researchers.





# 5. PUBLICATIONS

# **THE EUROPEAN HIGHER EDUCATION AREA FACING THE DIGITAL CHALLENGE**

Curated by Stefania Capogna, Gregory Makrides and Vassilis Stylianakis.

The publication is the final research product of the ECOLHE - Empower Competences OnLife in Higher Education project, an Erasmus+ KA2 strategic partnership in the field of Higher Education (2020-1-IT02-KA203-079176). The multi-case study research analyzes how the universities involved in the project have transposed supranational provisions into organizational practices aimed at promoting: a) the construction of a European space for higher education, with particular regard to the use of information technologies and communication (ICT) for lifelong learning (LLL); b) the adoption of common quality standards; c) and the professionalization of the academic body.

ISBN: 978-9925-7958-2-6 DOI: <https://doi.org/10.26220/eco.4512>

## **ACTIVE CITIZENSHIP FOR THE DIGITAL SOCIETY.**

## **EXPERTISE, BEST PRACTICES AND TEACHING IN THE DIGITAL ERA**

Edited by Stefania Capogna, Manuela Minozzi, Danila Scarozza

This work is one of the outcomes of the ERASMUS+ RE-EDUCO project (Rethinking EDUcation COmpetencies. Expertise, best practices, and teaching in the Digital Era), carried out within the framework of a virtuous collaboration between the worlds of school-university, work and professions. Considering the radical challenge posed by the digital revolution, RE-EDUCO aimed to improve the teaching-learning processes linked to digital skills through the service-learning approach to integrate theory and practice within a balanced path. Based on these premises, this issue focuses on the main results of the RE-EDUCO project providing:

- a global framework on digital innovation and its impact on the education system;
- an analysis of development trends and emerging skill profiles to understand the potential digital transformation offers.

Community Notebooks, 1/2023, Eurilink University Press ISBN: 979 12 80164 61 2

# **TEACHING ENHANCED LEARNING FOR ENGAGING AND INCLUSIVE LEARNING**

edited by Ida Cortoni, Veronica Lo Presti, Eleonora Sparano

This journal issue addresses "Teaching enhanced learning through media usage in educational context" in the digital age. The topic is certainly not new in the international scientific debate of an interdisciplinary nature; it falls within the themes underlying the studies of Digital Education and Digital Literacy but represents an issue that is always at the forefront to the extent that it is affected by the technological innovations and socio-cultural changes that digital culture progressively stimulates and promotes in different educational environments. In this sense, digital education in teaching and learning processes must be scientifically recognized in academic environments, institutionalized by emphasizing the methodology and evaluation strategies that educational practices have been experimenting with for several years. Within this issue, attention focuses on the evaluation methodologies and strategies activated and capable of being activated in the perspective of digital education, with particular attention to virtuous practices in different educational contexts, from primary school to university.

Quaderni di Comunità, 2/2023, Eurilink University Press ISBN: 979 12 80164 69 8

## **BEYOND HABITUS. MULTI-VOICED DIALOGUE WITH PIERRE BOURDIEU, BETWEEN DESTINY AND PROJECT**

by Stefania Capogna

The essay examines how habitus acts in people's lives. Starting from the reconstruction of the powerful conceptual architecture developed by Bourdieu around the notion of habitus, we go through the most significant stages of the debate carried out by his defenders and his detractors to bring out some unresolved issues highlighted by the literature developed under the impulse of his theoretical speculation. But beyond the habitus, it marks the desire to avoid one-dimensional readings, which are insufficient to explain the complexity of human agency. The heuristic proposal presented in the essay intends to offer a multidimensional reading of the concept of habitus, to outline the double polarity, never completely overcome, between "destiny" and "project". A paradigmatic change also passes through the need to reconsider both the age-old clash between methodological approaches and the possibility of promoting an ontology of the person.

ARACNE

2022 Pluralities Series. Cultural pluralism and society in postmodernity ISBN 979-12-218-0004-3

## **CULTIVATE HAPPINESS, INHABIT DESIRE**

by Maria Chiara De Angelis

The volume delves into the themes of well-being and happiness through the contribution of the social sciences inserted into a broader anthropological-philosophical framework. Through reflection on the "good life" as the ultimate goal of human existence, the essay tries to respond to the practical urgency of rethinking possible and viable horizons of meaning in the face of the complexity of the present time. Drawing on the legacy of the classics, in particular Aristotle and Thomas, on relational sociology and the social magisterium of the Church, the volume weaves a dialogue with ancient ethics to rediscover its foundations and offer a "third way", an alternative to relativistic emotionalism and dogmatic drift, exploring the existing link between virtue and desire and finally rehabilitating narration and the poetic word in the construction of subjective agency.

Series: Heterotopias

2022 ISBN: 9788857591896

## **ANALYSIS ON DISTANCE LEARNING DURING THE COVID-19 EMERGENCY**

Edited by Stefania Capogna, Licia Cianfriglia, Flaminia Musella

The investigation analyzes the experience lived during the first phase of lockdown by the various actors involved in the educational emergency, with the awareness that each of them looks at the school system with radically different objectives, interests, problems and perspectives, if not conflicting and sometimes irreconcilable.

The investigation seeks to understand the main critical issues and intervention strategies adopted by the various actors involved in Distance Learning during the emergency.

Foreword by Antonello Giannelli. Introduction by Stefania Capogna and Flaminia Musella.

Afterword by Licia Cianfriglia

Authors: Stefania Capogna, Annalisa Buffardi, Donatella Cannizzo, Maria Chiara De Angelis, Concetta Fonzo, Flaminia Musella, Emilia Palladino, Ezia Palmeri.

Eurilink University Press

2021 ISBN: 979 12 80164 16 2

## **BETWEEN SOCIOLOGY OF LANGUAGE AND DIGITAL SOCIETY**

by Stefania Capogna, with contributions from Donatella Cannizzo and Eleonora Sparano

The use of language, its sounds and its symbolic evocations represent one of those daily activities so obvious and pervasive that they are imperceptible and invisible to attention, like the air we breathe. Every aspect of human life is imbued with language. It accompanies life from the first cry because it is the medium, or rather the first "interface", through which the subject can communicate to himself, to the world and others; it is so natural, dynamic and changing, and it is so connatural to our existence in the world that it is difficult to put under examination and harness it into univocal definitions. The primary objective of this compendium for educational use is to try to define, through an interdisciplinary reading, the theoretical framework, the basic principles and the essential notions through which to analyze language in its functions and social implications, also reflecting on the transformations it has undergone concerning the evolution of new and old media.

Eurilink University Press Digital Communication Studies Series  
2021 ISBN: 979 12 80164 05 6

## **DIGITAL CULTURE FOR EDUCATIONAL ORGANIZATIONS.** **“GUIDELINES FOR TEACHERS AND EDUCATION AGENCIES”**

Edited by Stefania Capogna, Licia Cianfriglia and Antonio Coccozza

This work illustrates the main results of the DECODE project “DEvelop Competences in Digital Era”, carried out within an international partnership which involved universities, research centres, training institutes, schools and professional associations in the framework of a project Erasmus + KA2.

Authors: Stefania Capogna, Flaminia Musella, Maria Chiara De Angelis, Antonio Coccozza, Emanuela Proietti, Federica De Carlo, Mario Pireddu, Teresa Romeu, Marc Romero, Derek Clougher, Mihai Iacob, Licia Cianfriglia, L.A. Maria Giordani, Emma Campbell, Michael Miller

Eurilink University Press  
2020 ISBN: 978 88 85622 83 8

# **THE CHALLENGES OF SCHOOL IN THE DIGITAL AGE.**

## **A SOCIOLOGICAL RESEARCH ON TEACHERS' DIGITAL SKILLS**

The work is part of the trend of sociological research by adopting a qualitative and quantitative methodology aimed at overcoming sometimes exaggerated perspectives of irreconcilability. The results presented are the result of experimental research that aims to enter the debate on public policies for education with a descriptive-interpretative intent to understand the changes taking place.

Presentation by Giorgio Rembado. Foreword by Antonio Coccozza. Introduction by Stefania Capogna. Afterword by Derrick de Kerckhove

Authors: Stefania Capogna, Annalisa Buffardi, Samuele Calzone, Claudia Chellini, Licia Cianfriglia, Maria Chiara De Angelis, Concetta Fonzo, Daniela Morabito, Flaminia Musella, Stefano Mustica, Stefania Nirchi, Andrea Pisaniello.

Eurilink University Press  
2017 ISBN 979 12 80164 16 2

# DiTES IN NUMBERS

## PROJECT RESULTS

**25**

SCHOOLS

**3852**

TEACHERS

**5**

ACTIVE PTO ROUTES

**1400**

STUDENTS

**49**

TEACHERS

TEACHERS EDU HUB

**30**

**1145**

DITES EVENT PARTICIPANTS

**528**

SCHOOL DIRECTORS



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