

artikulu nabarmenak
artículos destacados

iraila / September



DURÁN, Conxita, et al. [Physical emotional education in adolescents. Identification of predictive variables related to emotional](#). *Cultura, ciencia y deporte: revista de ciencias de la actividad física y del deporte de la Universidad Católica San Antonio (Culture, science and sport: physical activity and sport journal of the San Antonio Catholic University)*. Guadalupe, Murcia: Universidad Católica San Antonio de Murcia, C.A.F.D Department, 2015, **10**(28), pp. 5-18. eISSN 1989-7413

Practicing sport in the subject of Physical Education includes a series of variables, among them two internal ones (mastery of motor co-ordination and competition) and three external ones (emotions, gender and sporting history). Their predictive capacity is analysed through intensity of positive, negative and ambiguous emotions experienced by the pupils. The participants were 220 primary school pupils, using the GES (Games and Emotion Scale) to measure emotional intensity in two games, one competitive and the other non-competitive. The statistical technique of CHAID classification trees was used to analyse the data. Positive emotions are experienced more intensely, mastery and competitiveness appear to be those which are the most influential. Negative ones provide lower values influenced by competition, sporting history and gender. In ambiguous emotions, at intermediate level, competition and gender are influential. This study provides criteria on use of sporting games in emotional physical education programmes in adolescents.



SIND MARTÍNEZ, J., C. MEDRANO SAMANIEGO and J. Ignacio MARTÍNEZ DE MORENTÍN. [Value transmission in adolescents: an analysis with video games](#). *Revista Latina de Comunicación Social (L.A. Social Communication Journal)*. La Laguna: José M. de Pablos Coello, 2015, (60), pp. 230-251. eISSN 1138-5820

Video gaming use habits are analysed according to the age and gender and type of values transmitted in the video games. The correlational study examined 110 students using two instruments: the "Video game consumption habits questionnaire" and the Schwartz values list. The results show that adolescent boys use video games more than girls and that age is not a relevant factor. Moreover, they indicate transmission of individualistic values (success, social recognition) as well as collective ones (loyalty, service), according to the video game type. There is a lack of studies on the consequence of video games in value transmission and this is a field in which much research is required.



MORENO MÍNGUEZ, Almudena. [Employability of youths in Spain: explaining the high rate of youth unemployment during the economic recession](#). *Revista Internacional de Investigación en Ciencias Sociales (International Social Sciences Research Journal)*. Paraguay: Universidad Autónoma de Asunción, 2015, **11**(1), pp. 3-20. eISSN 2226-4000

An exploratory analysis of youth unemployment is conducted based on mining data from youth surveys by the INJUVE (National Youth Institute) and the EPA (Active Population Survey). There is disagreement regarding the causes of the high youth unemployment rate: lack of training and large number of early school dropouts, failures in the production system. There is a certain consensus regarding which youths it affects most: the youngest, those with least training, those from poorer social classes, ethnic minorities and men. The education and labour policies to combat unemployment are not effective. Unemployment affects youths at different training levels; the most well educated bear the crisis better, although they have to deal with the lack of enough qualified work, and those with less training suffer it to a greater extent because they have left the educational system early. The temporary jobs rate is increasingly on the rise, being one of the highest in the OECD (Organization for Economic Cooperation and Development), and contract conversion from temporary to permanent is decreasing.



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