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artículos destacados



ekaina/junio



ASTIGARRAGA ECHEVERRÍA, Eugenio, Agustín AGUIRRE ANDONEGI y Xavier CARRERA FARRAN. [Innovación y cambio en la Formación Profesional del País Vasco. El modelo ETHAZI](#). Revista Ibero-americana de Educação. Organización de Estados Iberoamericanos, mayo-agosto 2017, **74**, 55-82. ISSN 1681-5653 Vocational studies are gradually taking on a more relevant role in the current context of innovation and industry 4.0 and cross-cutting skills in the twenty-first century. Within the context of the Autonomous Community of the Basque Country, the main challenge is to increase the rate of the working population with medium qualifications and reduce the number of working people with low qualifications. Looking to the future, in addition to the technological component, we shall need an attitude geared towards innovation, teamwork, and on-going training open to change. New professionals must have extensive general knowledge and in-depth specific knowledge. Thus, since 2009, people from various backgrounds have been working together to innovate in the field of Vocational Training teaching-methodology; seeking to identify and select cross-cutting skills and active methodologies that promote collaborative work (problem-based learning, project-based learning, etc.). These changes are reflected in ETHAZI, a model that has emerged progressively, and which is grounded on planning based on challenges, on programmes designed by teams of teachers, on organisational flexibility, and on the assessment of skills aimed at the development of people and their learning experience.



GARCÍA-RODRÍGUEZ, Araceli y Raquel GÓMEZ-DÍAZ. [Literatura Infantil y juvenil en tabletas y smartphones: una oportunidad para lograr nuevos lectores](#). Anuario ThinkEPI. Barcelona: El Profesional de la Información, 2017, 167-174 ISSN 1886-6344

Mobile devices can become our allies in promoting literature for children and youths. However, the technology itself is not enough. A key aspect is acquiring all the necessary digital reading skills (analogue reading and writing and digital skills) because such training has an impact on the decision to use an analogue or digital device. Training should be coupled with a knowledge of the existing offering based on reading guides and recommendations, advice on devices, and specialised reading networks. Alliances and synergies among the various key players involved in the digital book creation and marketing processes are necessary: parents must learn to embrace this type of reading media; editors must make an effort to offer books in new formats, even in minority formats, and to digitise printed works, create products for the digital world with rich texts, book Apps. etc.; classrooms can collaborate with digital reading plans and libraries that offer electronic books, reading applications, books Apps, and digital reading campaigns. Finally, the public administrations should support digital editions by providing subsidies, tax measures, campaigns, research, and introducing reading on all types of devices as a key skill in study programmes

Política y
Sociedad

GARCÍA RUIZ, Pablo, Pilar BUIL y María José SOLÉ MORATILLA. [Consumo de riesgo: menores y juegos azar online. El problema del "juego responsable"](#). Política y sociedad, Madrid: Universidad Complutense, Servicio de publicaciones, 2016, **53**(2), 551-575. ISSN 1130-8001 Online gambling has increased among young people. In a society in which they are widely accepted, they appeal to the technical skilled and are a form of entertainment that increases with age and become, in many cases, a pathological and compulsive activity. Young people are a high-risk sector of the population that plays for profit, pleasure, to escape or encouraged by the social context. Boys play more often, start younger, bet more, take on greater risks, and have more issues with gambling than girls. The origins of pathological gambling lie with certain factors, such as society, work, friends, or biological variables and, in adolescents, these are linked to depression, anxiety, criminal behaviour or problems at school. Pathological gambling among adolescents is not a chronic state. To protect young people and prevent the development of pathological gambling, we need social policies that take into account the social costs, which should be covered in part by the gambling industry, and the need to protect gamblers. We need laws that limit the supply of gambling outlets and education to reduce the demand. Parents must encourage the idea that gambling is wasting time and money, and schools should make adolescents aware of the risks. Online gambling companies must implement strategies to minimise any impact on the vulnerable members of society. There is a Gambling Advisory Council that encourages prevention through information and awareness.