

IN THIS NUMBER

by Nicola Villa

The focus of this number is **Big Data, Cognitive Computing and Innovative Teaching Model**, edited by Mauro Coccoli (University of Genoa, Italy) and Paolo Maresca (Federico II University of Naples, Italy). They introduce the article of this number in the Editorial.

As usual we include in the journal some *out of focus* papers, accepted after a double peer review procedure.

The work of **Letizia Cinganotto, Silvia Panzavolta, Patrizia Garista, Lorenzo Guasti** and **Peter Dourmashkina** (*TEAL as an innovative teaching model. Insights from "Educational Avant-Garde" Movement in Italy*) analyses the original TEAL model at MIT and the derivative practices observed in the Italian schools, underlying strengths and weakness of the process.

The article by **Wassila Debabi** and **Tahar Bensebaa** (*Using Serious Game to enhance algorithmic learning and teaching*) initially investigate the educational games developed for computer programming domain. They also introduce a specific role playing game called *AlgoGame*.

The communication by **Rym Aiouni, Anis Bey** and **Tahar Bensebaa** (*An automated assessment tool of flowchart programs in Introductory Programming Course using graph matching*) is related to the same previous domain, describing an automated flowchart algorithm scoring system called *eAlgo*.

Remember that you can submit a paper to the journal at any time using the website www.je-lks.org.

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