

IN THIS NUMBER

by Nicola Villa

The 2017 of the *Journal of e-Learning and Knowledge Society* is opened by the focus of this number ***ICT and Experiential Learning: Models, Methodologies, Technologies, Research***, edited by Filomena Faiella (University of Salerno, Italy). All the paper *in focus* are introduced in hers editorial.

As usual we publish also some *out of focus* papers, accepted after a double blind peer review procedure.

The work of **Amparo Galbis-Córdova, José Martí-Parreño and Rafael Currás-Pérez** (*Higher Education Students' Attitude towards the use of Gamification for Competencies Development*) explores key drivers of students' attitude towards the use of gamification as an educational methodology to develop their competencies.

The article by **Giovannina Albano, Nicola Capuano, and Anna Pierri** (*Adaptive Peer Grading and Formative Assessment*) discusses the results of an experiment aimed at introducing peer grading within an University course on calculus and linear algebra to both support formative assessment and improving learning outcomes.

Massimiliano Barattucci, Stefano Pagliaro, Dario Cafagna and Daniela Bosetto in their paper (*An examination of the Applicability of Biggs' 3P Learning Process Model to Italian University*) analyze the relations between students' perception of academic environment, their learning approaches and (quantitative and qualitative) outcomes

Closes the number the communication by **Junar A. Landicho, Anghela Perpetua A. Dela Cerna, Jeric James G. Marapao, Gerwin P. Balhin** and

Rachelle M. Paid (*Hortari: A Gamification Application for Engaged Teaching and Learning in Higher Education*).

Remember that you have a free access to all the published paper of Je-LKS by the website **www.je-lks.org**, where you can submit at any time new papers for the peer review.

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