IN THIS NUMBER

by Nicola Villa

This number is titled **Gamification and Serious Game for Learning**, edited by Teresa Roselli and Veronica Rossano (University of Bari, Italy).The focus of this number and all the related articles are introduced by the Editorial of our two special Editors.

This number includes three "out of focus" papers accepted after a double peer review procedure.

The work of **Juan Carlos Torres-Diaz** and **Josep M Duart** (*Determinants of digital inequality in universities: the case of Ecuador*) analyses the effect that the level of family income, gender and age of students from five Ecuadorian universities has on Internet use for academic activities and entertainment purposes, based on a sample of 4.697 students.

The paper by **Giulia Guarnieri** (*Beating the odds: Teaching Italian online in the community college environment*) analyzes data collected from Italian language online classes during the course of four consecutive semesters at Bronx Community College in order to measure the impact that distance learning has on students' retention and success rates in elementary courses.

The aim of the communication by **Johm Girard**, **Tina Ashford** and **Pedro Colon** (*Measuring learners' subject specific knowledge*) is to discuss if online and face-to-face students demonstrate different levels of knowledge in distinct subject areas.

The next number (January 2016) will be dedicated to the theme *Performing arts, media and training*; the call for paper ends on November, 20th. You can submit a paper to the journal at any time using the website www.je-lks.org.

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