

Editorial

Digital ubiquity has become a common feature for today's generation. Our young people have in their hands intelligent devices with great processing, storage, and communication capabilities that allow them not only real-time interaction but also continuous access to information and resources. This new reality strengthens already existing training tools, such as learning platforms, course management systems, repositories, or MOOCs (Massive Open Online Courses) so fashionable today in many prestigious universities worldwide. Because of these new possibilities, universities with traditional training schemes have begun to bet on them by integrating them into their training schemes. This has undoubtedly increased the levels of coverage and quality of the programs, but it is beginning to raise concerns related to other aspects, such as technological access in some contexts, and leaving aside elements such as critical learning and social interaction of individuals.

These technology-supported learning environments create unique conditions and opportunities for personalized learning schemes, enriched learning strategies, and increased focus and motivational levels due to interactive and/or audio-visual elements. Besides, it encourages teachers to develop interactive material and content, particularly on the Internet. In theory, this facilitates access to material for students in remote or low-income regions, but it assumes that these students have access to the necessary technological tools, which in many cases is incorrect. Furthermore, a comprehensive training process must include critical thinking, discussion, communication, and integrated work among students, elements that are weak in these new tools. It is questionable, therefore, the widespread use of these platforms in isolation, without considering the advantages of the traditional face-to-face training scheme of teaching.

Ph.D Prof. Fredy H. Martínez S.

Professor at the Facultad Tecnológica
Universidad Distrital Francisco José de Caldas