

Editorial  
Besides History.  
An increasingly intertwined thread  
with other digital and non-digital disciplines and tools

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With the 15/1 booklet, entitled "Mediterranean Network Publics and Citizenship. Civic engagement, political participation and cultural practices in the Social Media landscape in the Mediterranean area", published in December 2015 by Stefania Manca, from the CNR's Institute of Educational Technology, and Maria Ranieri, from the University of Florence, RiMe began to host in its pages some essays that went beyond the History, intended in the most traditional sense of the term and that analyse it in relation to some technological and methodological tools, which it is no longer appropriate to define as new.

In this first experiment, RiMe welcomed Contemporary History essays that tried to examine the important political-social phenomenon known all over the world as the "Arab Springs" through the use of Social Networks, which have become producers of primary and secondary sources. Quoting Stefania Manca "since then, their [i.e. the Social Networks] role in supporting civic participation and political/cultural change has been widely debated, with authors adopting contrasting positions. On the one hand, social media have been recognised as a technology that fosters a participatory attitude, supports civic engagement, and acts as a driver for young people's participation. (...). On the other hand, some scholars have questioned their participatory power (...)" (Manca - Ranieri, 2015, p. 7).

In relation to their potentially enormous role in the education of young people and all citizens, these powerful tools were simultaneously used by the authors of some of the Booklet's texts to analyse the contemporary unease of some districts of the city of Rome.

Two and a half years later, in December 2017 the 1/I n.s. Booklet was published with the title "Scienze umane, dalla produzione di nuova conoscenza alla disseminazione e ritorno / Humanities, from production of new knowledge to dissemination and back", edited by Giovanni Sini of the CNR's Institute of the Mediterranean Europe History. As the editor himself recalled in his introduction, the idea came from the experience of the previous year "with the workshop "Scienze umane, dalla produzione di nuova conoscenza alla disseminazione e ritorno" (<<http://www.isem.cnr.it/ProgPH.pdf>>)". The booklet contained some essays that sought to "bring together and create a dialogue between Human and Social

Sciences, Digital Humanities and Public History (... to create ...) a virtuous self-sustaining circular process (...) culturally fruitful for the individual and the world in which we live" (Sini, 2017, pp. 5 and 9).(Translation from Italian by Luciano Gallinari).

But there were not only texts on Public History. In fact, other stimulating issues were dealt with, such as the didactics of History through television series, or also the interesting relationship between Music and Archaeology, examined through two concrete experiences. Still on the front of the teaching of History, the Booklet contained a new analysis of the connections between games, digital technologies and the world of the School.

These two good precedents are linked to the Booklet we are presenting here, entitled "Las Humanidades y su estudio a través de los videojuegos, la gamificación y las redes sociales. Una introducción / Humanities and their study through video games, gamification and social networks. An introduction", edited by Maria Betlem Castellà Pujols from the Universitat Pompeu Fabra of Barcelona and Luciano Gallinari from the CNR's Institute of the Mediterranean Europe History.

Also in this case, it is a Booklet that closes a previous experience of a Workshops organised by the two editors at the above mentioned University of Barcelona in April 2017. Once again Italian and Spanish colleagues were called to discuss the use of digital technologies, television series and Social Networks to convey a wider dissemination and methodological accuracy of historical content in the world of education and, more generally, in the civil society.

But also video games were examined, which are dedicated to the teaching of foreign languages and History, as well as digital games produced to sensitise young people to the horrors of terrorism and war.

I do not describe each article of this Booklet, as it has been done well and in detail by my colleague and friend Maria Betlem Castellà Pujols.

Personally, we are very satisfied with this new chapter of this "saga", which will not be the last, of this very stimulating relationship between History and these tools and methodologies for teaching and spreading it, thus responding fully to the first and third missions of the academic and scientific world.

### *Bibliography*

Manca, Stefania - Ranieri, Maria (2015) 'Editorial', *RiMe. Rivista dell'Istituto di Storia dell'Europa Mediterranea*, 15/I, pp. 7-9.

Sini, Giovanni (2017) 'La circolarità virtuosa della conoscenza, riflessioni per un'introduzione', *RiMe. Rivista dell'Istituto di Storia dell'Europa Mediterranea*, 1/I n.s., dicembre, pp. 5-24.