Abstract

To understand the changes occurred in our society since the introduction of the Internet and the development of different tools and resources is useful to go to the concepts of cyberspace and cyberculture, metaphors that refer to many types of communication and content available through the internet merging with a variety of tools, but also to its users, producers and the values that are built online. If Cyberspace refers to the Internet backbone, embracing new media, from infrastructure to social use, Cyberculture comprises all practices, attitudes, ways of thinking and values that grow along with Cyberspace (Lévy, 2001) These metaphors open research roads that result, for example, the possibility of identifying how the concept of gender is reconstructed through the communicative possibilities of the Internet (Gómez-Diago, 2012) or understanding the significance of selecting the technologies that we use. Following this last idea, in this article, we identify some of the consequences that require education and / or training of proprietary software in the classroom. We articulated the work in two parts, introduced by a section intended to underlie the role of the university education to bolster one type of technology over others and to forge an productive interplay between education and society which provokes a social betterment...

Keywords

Software evaluation, educational technology, influence of technology, curriculum design, open source technology, public administration education, pilot studies, communication research, classroom research.