Human Systems Management (HSM)

Call for Papers:

Digital Challenges to Empower Universities' Implication in the Community

Human Systems Management will publish a special thematic issue on the digital challenges that could support greater participation and better involvement of universities in communities to promote 'active citizenship'. The topic is of great interest in the post-pandemic context of universities digital transformation. Furthermore, the challenges and opportunities for rethinking and reshaping the universities' human systems considering their roles and functions in modern education will be encouraged as a valuable contribution to the scientific debate of this special issue.

Having a large international audience (by promoting the special issue in different Erasmus+ projects), it is expected that this special issue will include valuable contributions and present research results achieved through international collaborative work and innovation.

Universities have been recognized as vital players in the process of the transferring knowledge, innovation, and technology from academia to companies, non-profit organizations, and the public sector, by community engagement. If in the past, universities covered this role by granting patents to external companies, but the situation has changed profoundly. Today, universities are dedicated to the creation and promotion of spin-offs and start-ups, and to the development of various projects with different stakeholders as a response to the social pressures on accountability. Other community engagement initiatives by universities include the adoption of learning approaches such as service learning or community-based learning. In light of the importance of STEM education in preparing professionals for the future technological labor market, universities have also been actively promoting the importance of STEM education to the community through talks, webinars, conferences, exhibitions, and science fairs.

Furthermore, emerging technologies such as machine learning, the cloud, the Internet of Things (IoT), social web, mobility, robotics, and blockchain, among others, are estimated to enable a technological revolution that will transform all human activities and systems, including those of universities. These new technologies have already generated creative ways of producing and offering high quality goods and ubiquitous service. Thus, several questions arise:

- What digital challenges universities face?
- What is the impact of emergent technologies on university activities?
- Are university human systems prepared to promptly act in the new digital era?
- What are the communities' expectations about universities in the digital age?
- How can digital transformation help universities improve awareness of STEM education and its importance in the community at large?
- Can digital transformation help universities in community-based learning or service learning for improved collaboration with the community?

It is expected that the proposed papers to the special-thematic issue answer these questions by presenting examples, best practices, and recent studies showing how emerging technologies are converting universities into leaders of society transformation to the digital era.

HSM is a sponsored journal of SIM 2021: 16th International Symposium in Management. While published papers in this thematic issue are expected to be presented at the conference sessions focused on "Management, Innovation and Entrepreneurship in Challenging Global Times", we welcome unsolicited submissions within the scope of this issue. Papers are invited from a range of fields; for example, they may be in human resource management, education studies, organizational behaviour studies, or international macroeconomics studies. Potential topics are not limited to the aforementioned examples.

Submissions:

Please read the author guidelines on the journal website: www.iospress.com/human-systems-management.

Important dates:

- Submission deadline: 30 April 2022
- Expected revised paper submission: 31 July 2022
- Expected publication winter 2022/2023

This special-thematic issue is connected to the developments and achievements of different Communities of practice related to the following projects:

- MUST project: "Multimedia Competencies for University Staff to Empower University-Community Collaborations" funded by the ERASMUS+ grant program of the European Union during 2020–2023 (2020-1-RO01-KA203-080399)
- INNO3D project: "3D Printing Support Service for Innovative Citizens" funded by the ERASMUS+ grant program of the European Union during 2019–2023 (2019-1-IE203-000693INNO3D)
- DECIDE project: "Developing Services for Individuals with Disabilities" funded by the ERASMUS+ grant program of the European Union during 2018–2021 (598661-EPP-1-2018-1-RO-EPPKA2-CBHE-JP)
- IPEDU project: "Introducing Intellectual Property Education for Lifelong Learning and the Knowledge Economy" funded by the ERASMUS+ grant program of the European Union during 2020–2023 (2020-1-IE02-KA203-000758)
- DIGITOOLS project: "DIGITOOLS – Innovative Tools for Enhancing E-Learning Solutions in Universities" funded by the ERASMUS+ grant program of the European Union during 2021–2023 (2020-1-IE02-KA226-HE-000781)
- PRUDMET project: "Pandemic' Response Using Digital Media and Technology in Higher Education and Training" funded by the ERASMUS+ grant program of the European Union during 2021–2023
- DigiVET project: "Digital Media for VET in SMEs: Online learning of digital media competences for SMEs to empower workplace learning" funded by the ERASMUS+ grant program of the European Union during 2019–2022
- Inclusive University project: "Inclusive University – A Set of Tools Dedicated to HEI for Better Respond to Disabled Student's Needs", Erasmus+, KA2: Strategic Partnerships, 2019–2021
- VALEU-X project: "Virtual Albanian European Universities Exchange", Erasmus+, KA2: Capacity Building in the Field of Higher Education, 2020–2022
- LittleBigEntrepreneurs project: "Design Thinking and Gaming Applied to Entrepreneurship Education", Erasmus+, KA2: Strategic Partnerships for School Education 2020–2023
- InterAct project: "Internationally active - professionally valuable project", Erasmus+, KA2: Strategic Partnerships for Higher Education, 2020–2023
- InterAct project: "Internationally active – professionally valuable", Erasmus+, KA2: Capacity Building in the Field of Higher Education, 2020–2023

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