SUSTAINABLE DEVELOPMENT GOALS

Increasing e-government adoption by emphasizing environmental sustainability: an extended case study in Peru

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Abstract: Purpose: Low citizen adoption rates jeopardize the success and proliferation of e-government systems. This study aims to understand how the perception of environmental sustainability (ES) can influence a citizen's intention to use e-government systems. Design/methodology/approach: In a case study in Peru, the technology acceptance model (TAM) adoption model is extended with the construct of ES and evaluated with structural equation modeling. An 18-element, in-person survey was constructed and administered to citizens of Lima, Peru who had prior exposure to e-government systems. Findings: The results show that citizens can be positively influenced to adopt e-government systems if they perceive that doing so will contribute to ES. Research limitations/implications: As this was a preliminary study, further research should focus on specific, as opposed to general, e-government systems, as well as encompassing a broader cross section of the population. Practical implications: Administrators of e-government initiatives can consider public-interest factors, alongside of the common self-interest factors, when looking to improve adoption rates of e-government systems. Originality/value: This is the first time that TAM has been extended with the construct of ES.

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The Testimony of the Andean Woman and her Role in the Reconstruction of History: the Case of the Commission For The True and Reconciliation (cvr) Final Report (peru)

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Abstract: Based on the link between truth commissions and testimonial discourse, in Latin America, this article explores the case of Andean women in the Final Report (IF) presented by the Truth and Reconciliation Commission (CVR) in Peru as a result of the analysis of the political violence era. It is studied the original testimonies of women from the Andes in Ayacucho, which have been collected for this report; as well as, the specific sections of the IF that have women as their protagonist. In the context of the commissions, the testimonial discourse of the Andean woman is useful to understand the document presented as IF and the history of Peru that is reconstructed with its testimonies.

The influence of online video game transmissions on the behavior of university student gamers in Peru

Authors: Pablo Andres Espinoza Chumpitaz; Victor Omar Vite León

Abstract: Esports are a contemporary phenomenon that has grown exponentially in recent years. These digital skills arise from the variety of video games that have become popular globally. This is how online pages were born that function as a meeting point for millions of video game fans around the world. For this research, the interpretive paradigm was used, with a qualitative approach and a phenomenological design. The sample consisted of 10 university student gamers from Lima Metropolitana, followers of Dota 2 online broadcasts via streaming. The indepth interview was used as a data collection technique. The objective of this research was to analyze how young university students gamers interact on streaming video platforms. The results of this research show that the anonymous nature of communications allows young people to interact emotionally with streamers, confusing entertainment with cyber-aggression. In conclusion, cyberbullying was found to be a normalized practice among college students who follow Dota 2 broadcasts via streaming.

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