

Editorial

We bring the third issue of the **Journal of Information Organization** with the papers described below.

In the first paper, “**Application of Gamification to teach software engineering**,” the authors highlighted the difficulties of teaching software education. They studied how gamification has been applied to software engineering teaching and found that more dynamic and effective teaching methods that foster student involvement and dedication are needed.

In the following paper, “**A study of the issues in teaching inventive problem-solving**,” the authors studied the issues in teaching the Theory of Inventive Problem-Solving. They analysed the predominant issues and hurdles in teaching and learning the Theory of Inventive Problem-Solving. They used 15 primary studies to understand the problems and resolve the documented issues, providing practical insights for educators and professionals in the field.

In the third paper, “**A study of the impact of video game use on the challenging gamification of mathematics skills**,” the authors studied the impact of video game use on the challenging gamification of math skills in second and third-grade students from primary education. They collected data from a series of math tasks with varying levels of cognitive challenge. They grouped the students and analysed the impact of different groups.

We hope these papers generate more interest among readers.

Editors