

Introduction

The democratization of pixels, first with online hypermedia systems and now with artificial intelligence (AI), implicitly entails a human factor that we cannot hide from the public: the manipulation of reality, through social media channels, for example. Social media applications have generated a disinformative and demotivating factor for true pioneers in the field of new technologies and all their derivatives, including computer graphics.

When in higher education institutions –public, private, mixed, and hybrid universities– **the departments related to humanities, information and communication technologies are dedicated to training “charlatans” and “science terrorists”, granting them university degrees** (for example: bachelor's degrees in foreign languages and literature, master's degrees in cognitive systems and interactive media, doctorates in ICT, and so forth, in Bergamo –Italy and Barcelona –Spain) in the fields of virtual reality (VR), augmented reality (AR), mixed reality (MR), expanded reality (ER), human-computer interaction, podcasting, affective computing, digital arts, educational technologies, big data, internet of things, brain networks, anthropomorphic, 3D reconstruction, etc. Little or nothing can be saved from their correct application in medicine, engineering, architecture, physics, mathematics, chemistry, literature, fine arts, and so on.

Terrorists don't just change doctoral titles depending on the direction the latest trend blows. For example, they move from podcasting to HCI and ICT then to robotics, neuroscience, telecommunications, hi tech, angel investor, and today they reach affective computing, specializing in emotion AI, scientific know-how and a very long etcetera. These constant lies on social media are achieved and spread thanks to the abusive and fake use of digital photography on social media to proclaim themselves “Academics”; “Scientifics” knowledge; “Experts” in 3D, virtual reality, artificial intelligence; HCI “Engineers”, and a very long list of other things that will change over time as they see other new terms appear in the technological field. For example, today, speaking of trends, these corrupted experts also define themselves as architects of wearable technology. That is, smart electronic devices, based on electronics, software, sensors, and so on, that allow the exchange of data and information without human intervention. In short, devices that can act as a natural extension of the user's mind or body.

This is the main reason why they include digital photographs on social media of them soldering wires; joining resistors, capacitors, and inductors; using brain-interface headsets in scenarios with three-dimensional images; interacting with toy robot, robot arms, among many other digital photographs typical of a film set from the last century. The goal is to constantly deceive the general public with “dictatorial propaganda”, as was done in the times of II World War in Iberian Peninsula –i.e., Francoism in Spain–, nominally neutral, but ideologically aligned with Fascism and Nazism. On the other hands, these individuals possess a very poor theoretical knowledge in computer graphics, computer programming, databases, servers' configurations (i.e., Windows and/or Linux), ICT, RV, AI, robotics, pedagogy, etc., and lack experience acquired autonomously and personally.

However, there are not only photographic pixels in academic institutions that endorse all these lies and denigration of the intellectual capacities of the human species, but also commercial propaganda in the form of casual interviews, especially on social media with channels or applications such as YouTube, TikTok, Twitter (X), LinkedIn, podcasting, and so forth. Journalists who lack professional ethics, since they have no bloody idea of the harm they are doing to future generations of new technology users through these charlatans, liars, and science terrorists.

Incidentally, **one of the latest psychopathic obsessions of these terrorists, liars and promoters of local, national, and international ignorance is to attempt to muzzle the press's right to truthful information and freedom of expression**, using the services of third-world lawyers supposedly specialized in illegal algorithms and artificial intelligence.

The origin of all these evils in the pixel field often lies in academic institutions related to ICTs that have been based for decades or centuries on parochialism (private or religious educational ecosystems in Europe and America). These organizations, whose members not only encourage academic inattention in obtaining

degrees, but also promote the end of human reasoning capacities in education, through fragmented and easily manipulated knowledge, such as digital content in podcasts.

Besides, the current statistical data circulated in podcasting is of dubious validity, as are all macroeconomic data on public finances in authoritarian regimes. Distorted information touted from the rooftops is the increase in podcasting use, for example. The reality shows that the knowledge promoted in the educational field is fueling social alienation. In short, the reality of social media has taught us since the last century that podcasting platforms will never be able to overcome the intrinsic attributes of audiovisual communication, to cite only one example.

The truth is that although all these direct and indirect pixel terrorists in the 21st century appear as co-authors in publications at conferences related to computer graphics in Europe or America (Eurographics or Siggraph); have a high index in Google's algorithms; are constantly monitoring their rankings or positions in search engines; they resort to the services of illegal algorithms of corrupt individuals and promoters of narco-education in Latin America, and so forth, their great lies about this unreal world they impose on the new generations, will crash in their faces, once, twice, three times, and millions of times, with the true and verified reality of belonging to the Gardunia or "G" factor. They are all those who for decades have been destroying the modernization of science and education.

Obviously, our main mission in this handbook has been to compile and present some of the best works that have received awards at events such as: ADNTIIC 2023 (12th International Conference on Advances in New Technologies, Interactive Interfaces and Communicability), CCGIDIS 2023 (12th International Symposium on Communicability, Computer Graphics and Innovative Design For Interactive Systems), ESIHISE 2023 (6th International Conference on Evolution of the Sciences, Informatics, Human Integration and Scientific Education), HCIHEART 2023 (6th International Conference on Human-Computer Interaction, High Education, Augmented Reality and Technologies), HCTISI 2023 (10th Argentine Conference on Human-Computer Interaction, Telecommunications, Informatics and Scientific Information), HCITOH 2023 (12th International Workshop on Human-Computer Interaction, Tourism and Cultural Heritage), HIASCIT 2023 (8th International Conference on Horizons for Information Architecture, Security and Cloud Intelligent Technology), ITSIGUI 2023 (3rd International Conference on Innovation in Tourism Systems, Intelligent Gamification and User Interaction), MSIVISM 2023 (9th International Conference on Multimedia, Scientific Information and Visualization for Information Systems and Metrics), QUITANS 2023 (5th International Conference on Quantum Information Technologies Applied to Nature and Society), RDINIDR 2023 (7th International Conference on Research and Development in Imaging, Nanotechnology, Industrial Design and Robotics), and SETECEC 2023 (11th International Conference on Software and Emerging Technologies for Education, Culture, Entertainment, and Commerce; focusing on the technical context. It is necessary to clarify here that these research works have been expanded from their long or short papers, posters, demos, etc., format into chapters.

Aside from this main objective, we always believe it is appropriate to point out the human or social aspects that have impeded, are impeding, and, very unfortunately, will impede the harmonious and proper development of pixels in the educational context. All those who have been professionally, ethically, and behaviorally distorted have no solution until the end of their existence. We are faced with educational institutions, workplaces, research and development spaces, and so on, corrupt from their very beginning, where the "G" factor thrives and prevails, destroying the well-being and future of new generations of interactive system users, whether intelligent or not. Readers interested in these issues of human capital and its influence in the field of computer graphics –over the past thirty years– can consult the following bibliographic references [1–20].

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