EDITORIAL

The IADIS International Journal on Computer Science and Information Systems (IJCSIS) is a peer-reviewed scientific journal published exclusively in an electronic form. Its mission is to publish original contributions pertaining to the topics of Information Systems and their uses, to disseminate knowledge amongst its readers and to be a reference publication. The IADIS IJCSIS publishes original research papers and review papers, as well as auxiliary material such as short ongoing research papers, case studies, conference reports, management reports, book reviews and commentaries.

The Volume 14, Issue 1 (ISSN: 1646-3692) combines seven selected original papers that bring together researchers covering the wide spectrum of the area of Computer Science and Information Systems in different contexts, such as, Educational Technologies, e-Learning, Information Systems, Human Computer Interaction, Internet Technologies and Theory and Practice in Modern Computing. The authors' contributions embrace significant research topics and intend to provide a current depiction of the research in the field while opening way to future research.

The first paper in this issue by Yukiko Maruyama entitled "THE IMPACT OF WORKSHOP ACTIVITIES ON PARENTS' CONCERNS ABOUT COMPUTER PROGRAMMING EDUCATION IN ELEMENTARY SCHOOL" assessed the impact of a variety of workshop activities on parents of elementary school students with connection to their worries about programming education. Three types of workshops were prepared, each characterized by a type of activity, such as: a wooden robot with coding blocks, a robotics toy with visual programming language, and visual language. The general results shown that the workshops improved parents' understanding of programming.

The second contribution by Yue Hu, Yu-Hang Li and Chien-Yuan Su named "PERCEPTIONS OF TEACHERS TOWARD GAME-BASED PROGRAMMING TOOLS IN K-12 CLASSROOMS" provided "several managerial implications of K-12 teachers' perceptions regarding the use of game-based programming tools in the classroom". This study combined perceived enjoyment with the Technology Acceptance Model (TAM) to discover the factors that influence the intentions of K-12 in-service teachers to use game-based programming tools in their instructional tasks.

The third paper, by Adriano Baratè, Goffredo Haus, Luca A. Ludovico, Elena Pagani and Nello Scarabottolo with the title "5G TECHNOLOGY FOR MUSIC EDUCATION: A FEASIBILITY STUDY", has the purpose of examine and demonstrate how the emerging 5G technology can develop and improve music education. This study focuses on the applicability of 5G technology to new educational scenarios, proposing a number of advanced didactic services and applications in the area of music.

The fourth paper by Joseph Bills and Yiu-Kai Ng entitled "RECOMMENDING THERAPEUTIC GAMES TARGETED TO THE INDIVIDUAL NEEDS OF ADULTS WITH AUTISM SPECTRUM DISORDER" reports on the idea that video games can have potential therapeutic value for individuals on the autism spectrum. The authors present an approach of using the patient's profile of favourite games as a proxy for their clinical profile, and making game recommendation based on a hypothetical model and updates in response to feedback. The feedback is measured using an ad-hoc questionnaire, which is assessed on a group of adults with autism spectrum disorder.

The fifth paper, by Joshua Doe, Rogier Van de Wetering, Ben Honyenuga and Johan Versendaal, titled "FIRM TECHNOLOGY ADOPTION MODEL (F-TAM) AMONG SME'S: AN INTERACTIVE ECO-SYSTEM PERSPECTIVE" reports on the performed tests of F-TAM (Firm Technology Adoption Model,) with associated hypotheses, using data collected from Ghanaian SMEs. The hypotheses were verified using PLS-SEM (partial least squares structural equation modelling). According to the authors, the study found a positive and significant relationship between personal factors and firm adoption, personal factors and firm-level factors, societal level factors and personal factors, societal level factors and factors on the firm-level, technological factors and societal level factors, and technological factors and firm adoption.

The sixth work with the title "DESIGNERS IN CONTEMPORARY PARTICIPATORY DESIGN: PRACTICES AND AGENDAS" authored by Bernardo Alves Villarinho Lima and Leonelo Dell Anhol Almeida tries to understand how existing Participatory Design (PD) practitioners recognise themselves in their practices within a moment of renewal and re-thinking of participation. The authors state that this study "places the designer's comprehension in three dimensions, ethics, and exposes important points of reflection in each dimension".

The last contribution entitled "VIRTUAL REALITY FOR IMAGE INTERPRETATION" written by Alexander Streicher, Julien Hoffmann and Wolfgang Roller paper presents the concept and technical details for a "Virtual reality Image Exploitation Workspace" (VIEW) for use in situations such: aerial image interpretation. The application field includes detection, recognition, identification and analysis of structures and objects, according to a specified task based on optical, infrared or radar imagery.

These papers illustrate the different facets of research done on different contexts of Computer Science and Information Systems. The review of the relevant literature contributes to the theoretical grounding of these areas and the innovative empirical research on different technologies creates opportunity for the development of innovative findings.

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