EDITORIAL

The IADIS International Journal on Computer Science and Information Systems (IJCSIS) is a peer-reviewed scientific journal published exclusively in an electronic format. 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.

Volume 18, Issue 2 (ISSN: 1646-3692) combines thirteen selected original papers that bring together researchers covering the wide spectrum of the area of Computer Science and Information Systems in different contexts. The authors' contributions embrace significant research topics and intend to provide a current depiction of the research in the field while opening the way to future research.

The first paper in this issue by Rhodora Abadia, Sisi Liu and Qiaoling Sun, entitled "HIGH ACADEMIC PERFORMANCE AND ENGAGEMENT BEHAVIOURS IN ONLINE LEARNING ENVIRONMENTS, focuses on online engagement behaviours of high-performing students in online courses. It examines three-year engagement and academic performance data of students registered in a complete asynchronous online IT courses. The findings reveal a permanence of high-performance among students who have good results in online introductory programming courses, spreading their success to the following online computing courses.

The second paper by Satoshi Yazawa, Masashi Inutsuka, Terutaka Komahashi, Kento Kanemura and Kazuo Hiraki, entitled "CHAPTER SEGMENTATION IN LECTURE VIDEOS PROMOTES EFFECTIVE VIEWING BEHAVIOR - BENEFITS OF UTILIZING VIDEO-PLAYING LOGS", researches on on-demand lecture videos. The authors performed a controlled experiment by producing two videos on the same topic but with different editing policies to examine different viewing behaviors and thus establish the "possibility of promoting efficient learning by designing chapters based on the assumption that learners actively try to optimize their viewing behavior according to their abilities".

The third paper by Efrem Mbaki Luzayisu and Jean-Pierre Zamwangana Tungu, with the title "STUDY OF CYBER AGGRESSION FACTORS AMONG YOUNG CONGOLESE STUDENTS", reports on cyber bullying in developing countries, more specifically the occurrence and factors affecting online aggression in Congolese academia. The authors conducted a field survey of 1500 students and determined that students who participate in high-risk online behaviors, such as sharing Internet connection, posting content online, or virtual dating, are among those who have a higher probability of being victims and/or perpetrators of online aggression.

The fourth paper authored by Philipp Neuschwander, Frank Elberzhager, Patrick Mennig, Arian Ajdari, Phil Stüpfert and Balthasar Weitzel. entitled "A SMART CITY DISTRICT SIMULATOR FOR DEVELOPING FUNCTIONAL PROTOTYPES FOR ENVIRONMENTALLY SENSITIVE SERVICES", presents a smart city district simulator, developed to allow the authors to examine new digital services for a climate-neutral smart city district. One of the main characteristics is that new digital prototypes can be assessed swiftly "without worrying about certain qualities such as performance, security, or privacy, which are needed in digital ecosystems in actual operation".

The fifth paper, entitled "CONSUMER PERSPECTIVES TOWARDS SUSTAINABILITY INFORMATION IN THE HOUSEHOLD APPLIANCE MARKETING: AN EXPLORATORY STUDY" by Gabriella Francesca Amalia Pernice, Valeria Orso and Luciano Gamberini, focuses on an initial study into consumers' perceptions of high energy-efficient household appliances and the sustainability information available to them during the purchase process. Two sources of information were considered, namely the household appliances' brands and the European committee.

The sixth paper by Abderrahim Derouiche, Ghazi Bouaziz, Damien Brulin, Eric Campo and Antoine Piau, entitled "EMPOWERING HEALTH IN AGING: INNOVATION IN UNDERNUTRITION DETECTION AND PREVENTION THROUGH COMPREHENSIVE MONITORING", reports on an innovative system developed as part of the Collaborative Aging Research using Technology (CART) initiative at Toulouse University Hospital in France. The system was developed with the purpose to widely monitor various aspects of health and well-being. It gathers data to follow, perceive and foresee health status over the time, with a focus on recognizing nutrition-related behaviors.

The seventh paper by Kingsley Attai, Okure Obot, Daniel Asuquo, Ekemini Johnson, Kiirya Arnold, Mercy Edoho, Moses Ekpenyong, Christy Akwaowo, Owoidoho Udoh, Victoria Usen Faith-Michael Uzoka, entitled "LEVERAGING MOBILE and TECHNOLOGY DIAGNOSIS TROPICAL FOR ENHANCED OF FEBRILE DISEASES IN RESOURCE-CONSTRAINED SETTINGS", reports on a medical decision support system (MDSS) for the diagnosis of febrile diseases. The system is created using the Agile software life cycle model that permits all the stakeholders to interact in the course of developing the software.

The eighth paper authored by Federica Nenna, Davide Zanardi and Luciano Gamberini, entitled "ANALYZING ENTROPY OF CONTROLLER MOVEMENTS AND MENTAL WORKLOAD IN YOUNG AND SENIOR USERS: AN APPLIED CASE FROM INDUSTRIAL TELEROBOTICS", explores the viability of behavioral entropy to evaluate human workload in Virtual Reality (VR) based robotic teleoperations. It examines the connection between workload and ECM (Entropy of Controller Movements) amongst 15 young and 15 senior participants who physically operated an industrial robot within a VR environment. Participants were coached to navigate the robot through a pick-and-place task by using their physical movements in VR.

The ninth paper by Sin Ying NG and Pik Yin Mok, entitled "AN EMPIRICAL STUDY ON CONSUMER PREFERENCES FOR ONLINE CUSTOMISED CLOTHING PLATFORM", seeks to examine the product information, signals and features that consumer respondents contemplate as significant when shopping for clothing online. The purpose is to obtain feedback from a consumer perspective to study their preferences for online fashion platforms and customized fashion by performing an online questionnaire survey.

The tenth paper by Honghong He, Zhengwentai Sun, Jintu Fan and Pik Yin Mok, entitled "SP3F-GAN: GENERATING SEAMLESS TEXTURE MAPS FOR FASHION", presents an automatic method named SP3F-GAN (Seamless Patterns for 3D Fashion GAN) for synthesizing seamless textures for multi-layer texture maps in the context of fashion. The proposed method comprises current developments in deep texture synthesis, adversarial neural networks, and latent space feature editing to reach seamless texture synthesis, enabling an end-to-end tileable texture synthesis method without manual input.

The eleventh paper authored by Fukun Wu, Yi Cao and Qingli Dong, with the title "A VISUAL ANALYSIS METHOD FOR VECTOR FIELDS DEFINED ON CURVED SURFACES", proposes a streamline generation algorithm for the analysis of flow on curve surfaces. This algorithm attains the underlying discrete feature of curved surfaces by applying the polygon intersection and the grid-related high-precision interpolation algorithms.

The twelfth paper by André Freitas, Filipe Santos and Pedro Santana, entitled "AMPLIFICATION OF CO-PRESENCE IN GROUP VISITS TO VIRTUAL HOUSES USING GRAPHICAL REPRESENTATIONS FROM VIDEO GAMES", researches the application of video game strategies for user co-presence improvement in collaborative virtual environments. The study was performed in the context of virtual group house tours, for which an immersive unity-based tool was developed aiming the real estate industry and architectural participatory design application scenarios.

The thirteenth and final paper by JaeJun Lee, So-Youn Eom and JunHee Lee, entitled "EMPOWERING GAME DESIGNERS WITH GENERATIVE AI", focuses on how Artificial Intelligence-based game design affects the game development process and the role structure of game development teams, with a specific emphasis on the changes it brings during the early game project proposal phase. The authors consider that AI based services can increase content designers' abilities.

These papers illustrate the different facets of research done in 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 the opportunity for the development of innovative findings.

The Editors

Pedro Isaías Information Systems & Technology Management School, The University of New South Wales, Australia

Marcin Paprzycki SWPS, Poland