

EDITORIAL

The IADIS International Journal on WWW/Internet (IJWI) is devoted to the WWW and Internet broad fields. The IADIS IJWI is a peer-reviewed scientific journal published exclusively in an electronic format. The mission of this journal is to publish original contributions in its domain fields in order to disseminate knowledge amongst its readers and to be a reference publication. This journal publishes original papers, review papers, ongoing research papers, technical reports, case studies, conference reports, management reports, book reviews, notes, commentaries and news on future scientific events.

This volume (ISSN: 1645-7641) combines 8 selected original papers that bring together researchers covering the wide spectrum of the WWW and Internet in the context of e-Learning, Information and Communications Technology, Interfaces and Human Computer Interaction and finally Mobile Learning. The authors' contributions embrace significant research in areas such as interaction, learning, adaptive e-learning and technology adoption.

The first contribution to this first issue of Volume 12 by Nicola Capuano, Angelo Gaeta, Eleonora Fratesi and Giuseppina Rita Mangione with the title AN ADAPTIVE E-LEARNING SYSTEM BASED ON STORYTELLING FOR CIVIL MEDIATION describes a learning model based on storytelling and presents the model in the context of training for civil mediation. This model is based on narrative pedagogy and storytelling and its purpose is to engage learning resources about online mediation, in the context of users with limited background on legal topics.

The second contribution, RE-SCORING THE GAME'S SCORE: DYNAMIC MUSIC, PERSONALITY AND IMMERSION IN THE LUDONARRATIVE, by Hans-Peter Gasselseder gives a primary "insight into the immersive experience of dynamic music as devised within ludonarrative structures found in current generation 3rd-person action-adventure video games." In this study is explored "immersive presence as well as emotional valence and arousal in the context of dynamic and non-dynamic music scores in the 3rd person action-adventure video game genre".

The third paper, DEVELOPING AND INTERACTING WITH DIALOGUE-BASED WEB SERVICES authored by José Javier Durán and Alberto Fernández reports on the problem of developing and accessing to dialogue-based applications that require using Web technologies. The authors focus on services that are not performed in one-shot, but that entail a dialogue where several messages are exchanged. Therefore it is presented a framework for developing and interacting with Dialog-Based Web Services.

The fourth work by Hidekazu Yanagimoto and Tomohiro Koketsu entitled USER INTENT PREDICTION FROM ACCESS LOG IN ONLINE SHOP explores the notion of user intent prediction to establish recommendations items to purchase. The authors propose a process in which it is used the user's access logs to create a user profile instead of his/her order histories.

The fifth contribution by Toshiro Minami and Kensuke Baba, with the title KNOWLEDGE FIELD RE-CATEGORIZATION TO TUNE THE DECIMAL CLASSIFICATION SYSTEM OF LIBRARY -- AN APPROACH FROM LIBRARY DATA ANALYSIS -- reports on the notion that the library's role must follow the development of Information and Communications Technologies. The authors describe a guide for measuring closeness between a NDC (Nippon Decimal Classification) category and a main, or top-level, NDC category and propose a concept of virtual (main) category based on the proximity of them.

The sixth paper, **CROSS-CULTURAL DESIGN OF MOBILE MATHEMATICS LEARNING SERVICE FOR SOUTH AFRICAN SCHOOLS** by Teija Vainio, Tanja Walsh and Jari Varsaluoma reports on the results of a longitudinal study of culturally dependent issues in mobile learning service in the context of mathematics. The purpose of this study is to recognize culturally sensitive areas in m-learning services. The results will present culturally sensitive areas in mobile mathematics learning service that can aid practitioners in localization of other comparable m-learning services.

Nemésio Freitas Duarte Filho, Lucas Bortolini Fronza and Ellen Francine Barbosa, authors of the seventh work entitled **CONTRIBUTIONS FOR THE ARCHITECTURAL DESIGN OF MOBILE LEARNING ENVIRONMENTS** present a framework for service-oriented mobile learning environments. In order to assess the proposed model, a prototype of a service-oriented mobile learning environment was implemented, therefore showing the feasibility of practical application of such model, especially with connection to service consumption and service implementation, providing interoperability and reclaim for educational services.

The final contribution, **POINTING TASK EVALUATION OF GESTURAL INTERFACE INTERACTION IN 3D VIRTUAL ENVIRONMENT** written by Joanna Camargo Coelho and Fons J. Verbeek presents “an evaluation of 3D pointing tasks using Leap Motion sensor to support 3D object manipulation.” Empirically, three controlled experiments were performed, in order to expose test subjects to pointing task assessments and object deformation, measuring the time taken to perform mesh extrusion and object translation.

More and more, it is recognized that technology is being used to improve aspects in our daily live. These papers illustrate different aspects of research done on the WWW and Internet and contribute with the work they've developed to the enrichment of this field. Also, it demonstrate that the development of technology have increased our goals to make education more accessible and to improve all aspects in life such as business, communication and interaction. 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 ground-breaking findings.

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