EDITORIAL

The IADIS International Journal on WWW/Internet (IJWI) is a peer-reviewed scientific journal published exclusively in an electronic format. The IADIS IJWI is devoted to the WWW and Internet broad fields. 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. It 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 (Volume 15, Issue 2 - ISSN: 1645-7641) combines 5 selected original papers that bring together researchers covering the wide spectrum of the WWW and Internet in the context of the digital society. The authors' contributions embrace important research topics such as Modern Communication Media, e-Learning, Modern ICT Solutions, Enterprise Social Networking, Human-Machine Interaction amongst other.

The first contribution to this issue by Friederike Rechl, Sandra Müller, Miriam Wagner, Josef Xu, Johannes Fottner and Dianjun Fang entitled "USING MODERN COMMUNICATION MEDIA AS A LECTURE BASE FOR ENGINEERING STUDENTS: AN INTERNATIONAL COOPERATIVE COURSE IN INTRALOGISTICS PLANNING" focus on the benefit of using modern communication media, such as global virtual teams (GVTs) in a lecture environment. The study fully describes the new concept of an international cooperative course in intralogistics planning initiated between the Technical University of Munich (TUM) in Germany and the Tongji University in China. In addition, the authors provide suggestions based on experiences from conducting the course as well as the students' responses.

The second paper by Noppon Choosri, Chompoonut Pookao, Napatsayod Swangtrakul and Anthony Atkins with the title "TANGIBLE INTERFACE GAME FOR STIMULATING CHILD LANGUAGE COGNITIVE SKILL" presents "a physical interactive game" to help preschoolers improve their language skill in both Thai and English languages. The purpose of this study is to develop a game that has characteristics of a toy where children require bodily engagement with the objects to improve their cognitive processes to efficiently develop language skills. The authors proposed and developed a new game system underpinned by interactive technologies.

The third paper, "THE REFLECTION OF SENIORS' NEEDS IN THE BUSINESS MODEL FOR THEIR OCCUPATIONAL ACTIVATION VIA THE SERVICE E-MARKETPLACE PLATFORM IN POLAND" authored by Robert Kutera, Karol Lopacinski, Maja Leszczynska and Wieslawa Gryncewicz reports on the importance of improving quality of life of elderly people in the context of the possibility of increasing their

usefulness through the use of modern ICT solutions. The authors believe that one of the steps in the right direction to manage this need is occupational activation of elderly people in order to extend their active participation in the Polish labour market.

The fourth paper - "CRITICAL SUCCESS FACTORS FOR THE ADOPTION OF ACTIVITY STREAMS IN ENTERPRISE CONTEXT" - by Luis Carlos Silva and Pedro Isaias has the main purpose of presenting a set of critical success factors (CSFs) for the implementation of activity streams, by analyzing existing research on the application of information systems within enterprises context. Consequently, a survey was performed and distributed through several channels to assess the proposed CSFs. With this survey, the authors intended to corroborate the purposed CSFs for the implementation of activity streams in enterprises. By analyzing the survey, the authors reached the conclusion that there was a complete acceptance of the factors by the majority of the participants, with a main focus on factors deriving from three categories: effective communication, processes and activities, and strategy and purpose.

The final paper by Tobias Stein, Martin Seeger, Bernd-Burkhard Borys and Ludger Schmidt entitled "DESIGN RECOMMENDATIONS FOR TACTONS IN TOUCH SCREEN INTERACTION" focus on the notion of Tactons as structured tactile messages, which are used to transmit information to users via the tactile sense. The purpose of this study is to scrutinize some existing parameters for a touch screen interaction context. In this study, the parameters: frequency, amplitude, rhythm, roughness, waveform, and duration of tactile feedback were examined. The results of this study will facilitate to obtain evident levels of parameters for tacton development and design.

More and more, it is known that technology can be used to improve all aspects in our society. These papers illustrate that the development of technology have increased our ambitions to make all aspects of technology a more global and international matter. Technology is always present. The review of the relevant literature contributes to the theoretical grounding of these areas in the context of the digital society and the innovative empirical research on different technologies creates opportunity for the development of ground-breaking findings.

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