Editor’s Message to Special Issue of Understanding, Technology, and Application of Interaction

Asako Kimura¹,a)

This special issue is organized in conjunction with the “Interaction 2015” (Chairman: Satoshi Ichimura, Program Chair: Asako Kimura) which was held from Thursday March 5 to Saturday March 7, 2015 at the National Museum of Emerging Science and Innovation (for General Lectures) and Tokyo International Exchange Center (for Interactive presentations).

The Symposium has been held yearly since 1997 and has been providing places to exchange and discuss the latest technology & information related to interaction by researchers and strategist not only in the fields of Computer Science such as User Interface, CSCW, Visualization, Input-output Device, Virtual Reality/Mixed Reality, Ubiquitous Computing, and Software Engineering, but also in the fields of Humanities such as Cognitive Science, Social Science, Cultural Anthropology, Media Theory and Art. It is sponsored by 5 special interest groups as interest group of human computer interaction (HCI), interest group of groupware and network services (GN), interest group of ubiquitous computing system (UBI), interest group on entertainment computing (EC), and interest group of digital contents creation (DICON). At this symposium, 16 general lectures and 225 interactive presentations (including demonstration of general lecturers) are presented with the theme of “Interaction that leads to future,” and it gathered 755 participants.

The researches related to interaction make rapid progress and the development is significant, so it is very important to provide opportunities to put into research papers immediately. Therefore, we plan this special issue of interaction at the time of Interaction 2015 to collect papers presented at the symposium and papers of related researches as widely as possible and to bring them to publication immediately. This will be the 16th edition of this special issue.

As members of the editorial committee for this special issue, we selected 15 chief program committees of the Interaction 2015 and 7 researchers who are well versed in this field. “Chief program committees” is a new system introduced from the Interaction 2015 and they are in charge of meta-review for the general lectures. For this special issue, we linked the roles of chief program committees and the editorial committee for those papers also submitted for the Interaction 2015. At the end, the 16 papers out of 37 papers submitted for this special issue were accepted (41% adoption rate).

I hope this special issue will be something of value to you who are in the related fields of interaction. And I also hope you will be interested in the Interaction Symposium and submit papers for general lectures/interactive presentations or participate as audience.

For the editing of this special issue, I would like to thank all of the authors for their contributions. I also appreciate the voluntary work of all reviewers, as well as the remarkable efforts of the members of the Editorial Committee and Board listed below. Moreover, by taking this opportunity I would like to express my profound gratitude for the Editorial Committee and Board for all the support.

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