

Editors' Note

In this issue, we start the 10th year of JIS. Throughout these years, JIS moved from a virtual and augmented reality publication to a more multidisciplinary scope, including related areas such as games and human-computer interaction. This current issue, particularly, is a very good example of this multidisciplinary characteristic of JIS. It includes five regular submissions that address themes such as participatory design, serious games for the elderly, gestural recognition, augmented reality, among others.

The first paper, “Universal Participatory Design: Achievements and Challenges”, by Rodrigo Bonacin, Julio Cesar dos Reis, and Cecília Baranauskas, introduces the concept of Universal Participatory Design that intends to include participants during the design process, despite their physical, cognitive, educational, or social conditions.

The second paper, “Towards adopting serious games for cognitive tests with Brazilian older people”, by Leandro Amaral, Renata Fortes, Marcos Chagas, Paula Castro, Thiago Bittar, and Luanna Lobato also relates to the inclusion of more vulnerable groups. The authors investigate the use of serious games as a tool for cognitive evaluation of older people.

The following paper, “Investigation of fMRI protocol for evaluation of Gestural Interaction applied to upper-limb motor improvement”, by Alexandre Brandão, Raphael Casseb, Sara Almeida, Gilda Assis, Alline Camargo, Li Li Min, and Gabriela Castellano, presents a pilot study on the use of a functional magnetic resonance imaging (fMRI) protocol to analyze brain connectivity changes in subjects undergoing upper limb training through a virtual reality environment.

The fourth paper, “Evaluation of a Protocol for fMRI Assessment Associated with Augmented Reality Rehabilitation of Stroke Subjects”, by Gilda Assis, Alexandre Brandão, Ana Grasielle Corrêa, and Gabriela Castellano is also related to fMRI. Here, the authors propose and analyze a protocol to measure possible changes in functional brain connectivity associated with the use of an augmented reality system in the context of shoulder motor rehabilitation of post-stroke patients.

Finally, the last paper, “The Influence of the Device on User Performance in Handheld Augmented Reality”, by Silvio Sanches, Marcio Oizumi, Claiton Oliveira, Antonio Sementille, and Cléber Corrêa, is also in the domain of augmented reality. The authors study how much the type of handheld device influences the performance of the user in augmented reality applications.

Enjoy the issue!

Alberto Raposo and Cléber Corrêa
Editors