EDITORIAL PREFACE

Ben Falchuk, Editor-in-Chief, IJCICG

The esteemed Editorial Board members and I are extremely pleased to see this first issue of *International Journal of Creative Interfaces and Computer Graphics* (IJCICG) hit the press. The journal’s name is long, but the mission that we are committing to is precise and clear: to bring readers deep—but accessible—information about the most innovative and cutting edge computer graphics and human interfaces. We are particularly interested in how creativity, productivity, and performance are enriched in surprising, aesthetic and novel ways through visual—and even aural and tactile—mechanisms. Toward that end, the team comprising the IJCICG Editorial Boards brings an eclectic professional mix of research and practical experience, and all of the members are intimately involved in the study and practice of computer graphics or human computer interaction. My own trek through computer graphics and HCI has been a winding one, from sprite programming, to 3D animation and rendering, to mobile smartphone interfaces.

Despite the fun and novelty of historical footnotes, there has never been a more interesting time than the present to be examining computer interfaces and graphics. The computing and consumer electronics industries finally “get it”. More and more, large companies have Chief User Experience Officers who give the design, ergonomics, and visual aspects of products first-class-citizen attention. The stunning uptake in Web publishing has made discussions of layout, graphics, and fonts, common amongst self-publishers. Computer scientists, developers, and designers now see a wealth of physical device types and deployment methods that were not seen by previous generations. They must not only apply de facto best-practices relating to design, graphics and human-computer interaction but they must also keenly study the limitations and failures of past models and wade carefully into new media. Thanks to the iPhone and many other mass-market devices, consumers have adapted to multi-touch and expect applications that use the most appropriate interfacing technology. Soon, flexible foldable screens that collapse and roll-out as needed, will be available; yet another challenge for the designer. The use of visual metaphor in human-computer interaction has never been more interesting. From eco-driving dashboards in hybrid cars that depict soft, glowing, green leaves sprouting from a plant (the more leaves sprouting, the more “green” you are driving), to a “radio-tuner” interface for a mobile application that lets you “tune in” to Twitter feeds of interest, to the “cover flow” experience that makes browsing digital music much like flipping through piles of CD covers. Metaphor, visualization, and communications networks are all coming together, not only in mass-market tools but specialized software and environments for performance, creativity, and public heritage. There is a lot to talk about.

So, welcome to our *International Journal of Creative Interfaces and Computer Graphics*. We are very pleased you are using this great
new resource, whether you are just browsing, getting detailed analysis, or performing a broad survey of the field. Indeed, if you are a practitioner yourself, we encourage you to tell us about your most provocative and interesting uses of computer graphics and creative interfaces. Let’s talk!

Ben Falchuk
Editor-in-Chief

International Journal of Creative Interfaces and Computer Graphics

Ben Falchuk has a long and diverse background in computer systems and middleware, human computer interaction, multimedia systems, and graphical and creative applications. He has around twenty US and international patents pending, nearly sixty publications in peer-reviewed conferences, journals, and books, and has co-authored a textbook entitled, “The Fabric of Mobile Services”. He sits on the committees of prestigious international conferences and journals. Dr. Falchuk holds a Bachelor of Applied Mathematics and Computer Science degree from the University of Waterloo, a Master of Science degree from Carleton University, and a PhD in electrical and computer engineering from the University of Ottawa. He also holds certificates in computer animation and HCI from Sheridan College and Rutgers University, respectively. Thanks to his Sheridan experiences, his studies in the Fine Arts Studio, and many years of evaluating and devising novel creative systems, he brings a unique perspective. Dr. Falchuk is currently senior research scientist in the Advanced Technology Solutions Lab of Telcordia Technologies (New Jersey). In this role, he develops new technologies, software, systems, and services. He architects and implements innovative software and develops intellectual property revolving around communications, multimedia, and creative applications.