About the Editor

Panayiotis Zaphiris is a reader in human-computer interaction at the Centre for HCI Design. He got his B.Sc and M.Sc. from the University of Maryland College Park (USA). Panayiotis got his PhD (in human-computer interaction) from Wayne State University where he was also a research assistant at the Institute of Gerontology. Panayiotis’ research interests lie in HCI with an emphasis on inclusive design and social aspects of computing. He is also interested in Internet related research (Web usability, mathematical modelling of browsing behaviour in hierarchical online information systems, online communities, e-learning, Web based digital libraries and finally social network analysis of online human-to-human interactions). He has authored over 110 papers and four books in this area including a recently released book titled User-Centered Design of Online Learning Communities (Lambropoulos and Zaphiris, 2006). He is principal investigator for the AW-Model EPSRC/BBSRC project funded under the SPARC scheme. Panayiotis was the principal investigator on the JISC-funded “Usability Studies for JISC Services and Information Environment” and “Information Visualisation Foundation Study” projects which looked at usability and information visualisation in the context of online learning environments. Finally, he was the co-principal investigator on the largest ever conducted Web accessibility study (the DRC funded “An in-depth study of the current state of Web accessibility” project) that assessed at the accessibility of 1000 UK Web sites. More information about Panayiotis’ research can be found at: http://www.zaphiris.org

Chee Siang Ang is a research fellow in the Centre for Human-Computer Interaction (HCI) Design. He is interested in human interactions and social tendencies in the virtual world, particularly Second Life, from a sociological, psychological and HCI perspective. His main research interests include the psychology and sociology of computer games, virtual worlds or 3D Computer-Mediated Communication (CMC), learning theories particularly in gaming, digital media such as interactive narrative and simulation.