

EDITORIAL PREFACE

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Welcome to the latest issue of the *International Journal of Mobile Human Computer Interaction* (IJMHCI). Including evaluation in virtual environments, design for wellness applications, and magnet-based interaction for playful music composition and gaming, this issue once again presents an eclectic collection of informative and thought-provoking articles with, I hope, something to pique everyone's interest.

The first article, entitled "*Evaluating Mobile Applications in Virtual Environments: A Survey*", is by Ioannis Delikostidis, Thore Fechner, Holger Fritze, Ahmed Mahmoud AbdelMouty, and Christian Kray. The authors pick up on the much-debated topic of mobile evaluation, commenting that context is core to mobile applications yet it is complex to evaluate context-aware applications. They propose virtual environments as a "middle-ground" between field- and lab-based studies to overcome the challenges associated with evaluation of such technologies. They review previous work done to utilize virtual environments for evaluations and, from this, classify approaches, analyse their strengths and weaknesses, and derive criteria and selection strategies to help researchers identify the most appropriate approach for their given situation.

In "*Advise, Acknowledge, Grow and Engage—Design Principles for a Mobile Wellness Application to Support Physical Activity*" by

Aino Ahtinen, Minna Isomursu, Shruti Ramiah, and Jan Blom, we read about the findings of a research study exploring mobile wellness applications in both Finland and India. Based on exploratory and participatory field studies, the authors posit four design principles for designing wellness applications directed at motivating users to engage in physical exercise. These were validated via their practical application in the design of a mobile wellness application which was then evaluated in focus groups. The authors argue that their four design principles are relevant for the design of wellness applications but caution that they need to be adapted to the needs of individuals as well as to the local context in which they are being applied.

Finally, "*Magnet-Based Around Device Interaction for Playful Music Composition and Gaming*" by Abdallah El Ali and Hamed Ketabdar introduces us to the use of magnet-based around device interaction (ADI) as applied within a playful, music-related context. Having developed three musical applications based on magnet-based ADI, the authors report on an investigation into whether the interaction paradigm is effective in support of music composition and gaming on mobile devices. Based on their findings, they suggest that, both for people with and without musical training, the paradigm can support the creation of "natural, playful and creative mobile music interactions".

Further, they posit aspects we need to consider in order to optimize such interactions in modern smartphones.

Before leaving you to read these interesting articles, I would like to acknowledge the work of the team who make this publication possible – in particular, the dedicated team of Editorial Review Board members and the journal's Associate Editors. As Editor-in-Chief I am always delighted to welcome new members to the team to expand and strengthen our knowledge base and to share out the reviewing workload across

engaged individuals! If you are interested in joining the team, please contact me on ijmhci@igi-global.com.

So, welcome again to this latest issue of the IJMHCI: I hope that you enjoy reading the exciting research included within!

Joanna Lumsden
Editor-in-Chief
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Joanna Lumsden (PhD) is a senior lecturer/researcher in the School of Engineering & Applied Sciences at Aston University (Birmingham, UK) where she also manages the Aston Interactive Media (AIM) Lab. Prior to moving to Aston University in 2009, Joanna was a researcher with the National Research Council of Canada (NRC) and the designer and lab manager for a state-of-the-art mobile human computer interaction (HCI) evaluation lab within the NRC facility. Joanna is also an adjunct professor with the Faculty of Interdisciplinary Studies at the University of New Brunswick (Canada). She obtained her BSc in software engineering (Hons) from the University of Glasgow (Scotland, 1996), where she also later achieved her PhD in HCI in 2001. Her research interests and expertise are mainly in mobile HCI and associated evaluation techniques. She has served on program committees for several international HCI/general computer science conferences and was also editor of the Handbook of Research on User Interface Design and Evaluation for Mobile Technology.