

## EDITORIAL PREFACE

*Jo Lumsden, Aston University, Birmingham, UK*

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](mailto: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!

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