Editorial

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Biographical notes: Kok Wai Wong is currently working as an Associate Professor with the School of Information Technology at Murdoch University in Western Australia. He is currently the Vice Chair for the IEEE Western Australia Section, and the Governing Board Member for Asia Pacific Neural Network Assembly. He is also serving as a member for the Emergent Technologies Technical Committee and Games Technical Committee of the IEEE Computational Intelligence Society. He is the General Conference Chair for DIMEA 2007: Second International Conference on Digital Interactive Media in Entertainment and Arts, and CGIE 2006: Joint International Conference on CyberGames and Interactive Entertainment 2006.

Adrian David Cheok is the Director of the Mixed Reality Lab and an Associate Professor in the Department of Electrical and Computer Engineering, National University of Singapore. He was appointed as a Full Professor of Graduate School of Media Design, Keio University, from April 2008. He received several outstanding awards: A-STAR Young Scientist of the Year Award 2003, the SCS Singapore Young Professional of the Year Award 2004, Fellow in Education, World Technology Network in 2004, and Microsoft Research Award for Gaming and Graphics in 2005. He was also awarded the Young Global Leader 2008 by World Economic Forum.

Digital interactive media has gained much attention in recent years. When used in the form of entertainment and arts, there are many challenges ahead. In this special issue, all the submissions are selected best papers (based on reviewers' scores) which were published in the Proceedings of DIMEA 2007: Second International Conference on Digital Interactive Media in Entertainment and Arts. The papers accepted in this special issue are extended from original conference papers published in the proceedings. This

special issue aims to present an up to date forum for some of the works presented in DIMEA 2007. These papers have been accepted after the peer review process.

This special issue starts with the first paper entitled '*On the Beauty of Interactive Art*' by Falk Heinrich. In their paper, the author focused mainly on the issue of aesthetics play. This has been viewed by many researchers and the author as one of the important factors for designing interactive art. The author has outlined the two aspect of beauty – the first aspect is relating to immediate judgment, while the second aspect is relating to ongoing judgment. In addition, the author provided a number of interesting cases and discussion to illustrate the concepts.

Besides using digital interactive media for entertainment and arts, it has received attention in the field of education as well. The second paper by Wei Liu, Adrian David Cheok, Charissa Lim Mei-Ling and Yin-Leng Theng '*New Teaching and Learning Experience with Mixed Reality Technologies*' looks into this aspect. The authors have incorporated the concept of mixed reality into developing the education programs for primary school children in Singapore. The two systems they have built are solar system and plant system. In addition, the authors presented their results from their user acceptance study.

The third paper in this special issue is by Graham Mann and Indulis Bernsteins '*Digital Television, Personal Video Recorders and MADE Convergence in the Home*'. Digital interactive televisions are gaining interest in many countries. This will open up a new delivery media for digital interactive media. The authors provided an analysis of the state of digital televisions around the world. In addition, they have also provided a comparison analysis for three example products.

More digital interactive entertainment and arts developers are seeking new ways to make the interaction as natural as possible. The fourth paper by Manolya Kavakli '*Gesture Recognition In Virtual Reality*' presented some findings of using gesture for interaction. The have developed two gesture recognition systems. The author has also presented some pilot test results to verify the developed systems.

The guest editors of this issue would like to show appreciation to all the authors for their submissions. In addition, we like to use this opportunity to thank all the reviewers in assisting the reviewing process. Finally but not least, we like to express our gratitude to the Editor in Chief of the *Int. J. Arts and Technology* (IJART), Prof. Athanasios Vasilakos, for giving us the opportunity to organise this special issue.