Editorial

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Biographical notes: Lorna Uden is Professor Emeritus of IT Systems in the Faculty of Computing, Engineering and Technology at Staffordshire University. Her research interests include technology learning, HCI, big data, mobile learning, activity theory, knowledge management, web engineering, multimedia, e-business, service science and innovation, semantic web, software as a service (SaaS) and problem-based learning.

Welcome to V9 N2 of this journal. The first paper is, 'A method for facilitating end-user mashup based on description' by Junxia Guo and Hao Han. This paper presents an approach that allows users to build mashup applications conveniently, with information taken from existing applications and REST web services and without requiring any original or additional programming. It supports more flexible information transfers between different web resources, which can increase the functionality of mashup applications. The authors use two description files to record information on the basic segments; these files are then used to generate the mashup components and the mashup scenario. Validations are needed to verify the effectiveness of the approach. It would also be good to extend the usable web sources to SOAP-type web services.

The second paper is 'Lexicon-based sentiment analysis by mapping conveyed sentiment to intended sentiment' by Alexander Hogenboom, Malissa Bal, Flavius Frasincar, Daniella Bal, Uzay Kaymak and Franciska de Jong. In this paper, the authors argue that language-specific sentiment scores form a good starting point for capturing people's truly intended sentiment, when combined with the specific sentiment-carrying words constituting these scores. The results of their experiments with respect to modelling the relation between conveyed and intended sentiment for both a Dutch corpus and an English corpus suggest that the way natural language reveals people's intended sentiment may differ across distinct collections of documents. Additionally, the relation between conveyed and intended sentiment of documents in both considered data sets only partly depends on the sentiment conveyed by the words in a document. Therefore, in future work, it is necessary to explore the viability of exploiting other aspects of text when analysing people's intended sentiment. Future work could also be focused on using the occurrences of specific words, (latent) cues, and/or semantic and structural aspects of content in order to directly categorise text into universal classes of intended sentiment.

The third paper is by Eleni Chatzidaki, Alexandros Liapis, Alexandros Tsironis, Michalis Xenos and Nektarios Kostaras, entitled, 'Users' emotional experience using different modalities: a comparative study'. This paper describes a comparative study of users' emotional experience during their interaction with different input modalities. The

aim of this study was to investigate inexperienced users' emotional experience, by posing the following research question: 'How do different modalities foster interaction between inexperienced users and system?' Inexperienced users were defined as those who had no previous experience of using the input modalities employed in the study. The participants used three different ways of interaction to complete their tasks. All participants used a conventional personal computer, a multi touch device (i-Pad) and a motion detection system (Wii) through a wireless control (Wiimote). In order to assess users' emotional experience, there were used pre and post questionnaires, interviews, observation and video captures of participants' face and body. For this research, an experiment with three phases was conducted. In the first phase, the participants interacted with a personal computer via a keyboard and a mouse. The second phase involved their interaction with a tablet PC via a touch screen. Finally, in the third phase, the users interacted with the system using a wireless control through motion detection. Each phase of the experiment consisted of three scenarios relevant to the content. The evaluation methodology employed in this study was a combination of summative methods including questionnaires, interviews, observations and the recording of the users' actions (voice and video). The results of the comparative study indicated that the input modality of a system plays an important role in encouraging inexperienced users to interact with it. More empirical studies are needed to validate the results.

The last paper is, 'Blog in web application: a software engineering perspective' by Karan Gupta and Anita Goel. According to these authors, although blog software for integration is freely available, there is no requirement specification or design document for blog software for use during integration. Since, there is non-availability of a requirement specification document for blog software; integrating blog software in a web application becomes difficult. In this paper, the authors present an approach for blog software integration for web applications. It consists of:

1 a design

2 weighted requirement checklists.

The design helps developers during creation and updating of blog software. The logical view of design displays interaction of entities and sub-entities with actors. The design assists the developer in understanding the internal working of blog software. This helps the developer in updating the blog software based on the needs of the user. The analysis of the blog software, for error diagnostics, is also eased off because of the availability of structure for blog software. For easing requirement selection for user, a weighted requirement checklist is presented here. A metric, software estimation, is defined for quantifying selected requirements. The checklist consists of three components – blog home, blog parameter and blog dashboard. The weighted requirement checklist acts as a selection tool for the user. The user can use the checklist to view all features provided by the blog software and can select features based on their need and importance in the software. Apart from being used during the requirement phase for requirement selection, the checklist can be used during the testing phase for verification and validation purposes. An estimation mechanism has been also developed which quantifies the software selected. The design and weighted requirement checklist presented here are extensible in nature, and can be extended to add any new feature or functionality. A case study of the use of the blog software is presented. Regrettably there is very little evidence of the proposed software's actual use to verify its effectiveness. More research is needed.