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## **Editorial**

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### **Shana Smith**

Department of Mechanical Engineering,  
National Taiwan University,  
No. 1, Sec. 4, Roosevelt Road,  
Taipei, 10617, Taiwan  
Email: [ssmith@ntu.edu.tw](mailto:ssmith@ntu.edu.tw)

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With the advances in digital technologies, many human activities and behaviours have been simulated, modelled, or enhanced by modern intelligent tools. Digital human is an emerging research area that studies physiological and psychological aspects of human patterns, in the context of information and communication technologies. *IJDH* publishes original research in all fields of digital human, ranging from basic theories to a variety of applications and experiments. The first regular issue of *IJDH* introduces some possible research topics. The first paper provides a retrospective over the past four decades of digital human modelling, a current status of the research, and suggestions for future directions. The second and third papers address how digital human modelling methods and tools improve product designs by considering ergonomics issues in the early design stage. The fourth paper presents a humanoid robotics simulation and control platform, which can enable both virtual and physical robots to perform human-like behaviours, such as walking, lifting heavy objects, or body balance. The fifth paper proposes using social exchange theory as a frame to study human behaviours under the exchange mechanisms for the internet of things. Finally, the sixth paper presents a prototype for supporting remote interaction between patient and physiotherapist over the internet. We hope that the above articles will trigger more readers to share their own experiences and knowledge in digital human. We also hope that further research in digital human will advance our society, both digital and physical, in the future.