
FOREWORD

Special Section on Cyberworlds

Cyberworlds are information worlds or communities created on cyberspace by collaborating participants, either intentionally or spontaneously. As information worlds, they accumulate information regardless of whether or not anyone is in, and they can be with or without 2D or 3D visual graphics appearance. The examples of such cyberworlds are communities created in different social networking services, 3D shared virtual environments, and multiplayer online games. Cyberworlds are closely related to the real world and have a serious impact on it, augment and sometimes replace the real life.

The present special section is devoted to the state-of-the-art technologies of cyberworlds. In response to the CFP distributed via IEICE transactions, we received 27 submissions (8 from Japan, 6 from China, 4 from Korea, 2 from Austria, and 1 from each of India, Mexico, Qatar, Taiwan, Turkey, Ukraine, and Vietnam), including the extended versions of 15 articles presented at the 13th International Conference on Cyberworlds, which was held during 21–23 October, 2013 at Keio University, Yokohama, Japan. After peer review, 14 articles (10 papers and 4 letters) were accepted, which cover most of the major topics of cyberworlds.

On behalf of the editorial committee of the Special Section, I would like to express my sincere appreciation to all the authors for their contributions. I am also deeply grateful to all editorial committee members and external reviewers for their great efforts toward the success of the Special Section.

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Xiaoyang Mao, Guest Editor-in-Chief

Xiaoyang Mao (*Member*) received Bachelor of Science degree in Computer Science from Fudan University, China, Master of Science and Doctor of Science degrees in Information Science from The University of Tokyo. She was a visiting scholar at Stony Brook University in 1995 and University of California at Berkeley in 2005. Currently she is a Professor at Interdisciplinary Graduate School of Medicine and Engineering, University of Yamanashi, Japan. Her research interests include affective computing, aesthetic computing, texture synthesis, non-photorealistic rendering, image processing, video mining and information visualization. She is a member of ACM SIGGRAPH, IEEE Computer Society, Information Processing Society of Japan (IPSJ) and The Institute of Image Electronics Engineers of Japan (IEEEJ). She was the program chair of Cyberworlds 2013, and guest editors for 2014 Cyberworld special issues of Visual Computer and Springer Transactions on Computational Science.

