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Advances in New Technologies, Interactive Interfaces, and Communicability

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Revised Selected Papers

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Preface

The user interface is the environment par excellence where the latest breakthroughs in the formal and factual sciences converge. In the design of current and future interactive systems, the presentation of content on screen is the key to the success of the rest of the components that make up an avant-garde computer science structure.

The year 2010 opened an interesting decade in which to consolidate communicability, especially with the constant (r)evolution of the interfaces of interactive systems. Right now we are starting to see the first results of the intersection of scientific knowledge to increase the quality of telecommunications in the daily life of millions of users. However, interactive systems will continue to be programmed with regard to the design of the interfaces, using the latest advances in software and the constant progress of hardware. A democratization of the future models in human – computer interaction will ease the interaction in the environments of immersive multimedia oriented toward education, health, work and leisure time.

The current era of interactive communication makes us reflect and work daily to meet the needs of the societies to which we belong, and it tends to improve the quality of life of each one of its members. In this environment the new technologies can and must be within reach of everyone. The state of the art will ultimately lead to future technological tendencies born from the interaction between humans the constant technological (r)evolution and the environment. This is a place where the intersection of knowledge deriving from the formal and factual sciences can enrich in a masterful way each one of the research projects presented and related to the last generation of interactive systems on-line and off-line.

The (r)evolution of the Net must allow humans to take a steady flight toward new horizons where technological breakthroughs are shared by the base of the pyramid – the general public, in the least amount of time possible. Important steps have been taken in that direction in the last few years thanks to the globalization of telecommunications and social networks. However, the costs stemming from free access to digital information and/or the legislations in force prevent that flight even today in many societies for millions of potential users of multimedia interactive systems. In the current scientific environment we intend to build a bridge of solutions to problems, suggesting innovating solutions and future guidelines of action thanks to the lessons learned from the research we have conducted or that is currently in progress.

The Program Committee of the conference consisted of Albert, C. (Spain), Alcantud-Marín (Spain), Anderson, S. (USA), Balsamo, A. (USA), Bellandi, V. (Italy), Bleecker, J. (USA), Buzzi, M. (Italy), Cáceres Díaz, A. (Puerto Rico), Cipolla-Ficarra, M. (Italy and Spain), Colorado-Castellary, A. (Spain),

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October 2010

Francisco V.C. Ficarra

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Festival Film

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