
FOREWORD

Special Section on Cyberworlds

Cyberworlds are information worlds or communities created on cyberspace by collaborating participants, either intentionally or spontaneously. Cyberworlds are closely related to the real world and have a serious impact on it, augment and sometimes replace the real life. According to the Internet era, the concept of Cyberworld has more important in the real worlds. We started International Conference on Cyberworlds to discuss the technologies and applications in Cyberworlds. I was chair of 3rd International conference on Cyberworlds and program chair of 15th International Conference on Cyberworlds (CW2015) which was held during 7–9 October, 2015 at Uppsala University, campus Gotland, Sweden.

The present special section is devoted to the state-of-the-art technologies of cyberworlds. In response to the CFP distributed via IEICE transactions and Web page of the 15th International conference CW2015, we received 18 submissions (8 from Japan), including the extended version of 9 articles presented at CW2015. After peer review, 7 articles 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 Session.

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Masayuki Nakajima, Guest Editor-in-Chief

Masayuki Nakajima (*Member*) received the Bachelor of Engineering degree, Master degree and Dr. Eng. degree from the Tokyo Institute of Technology, Tokyo, Japan, in 1969, 1971 and 1975, respectively. After he graduate Dr. course, he was assistant professor and associate professor in the Imaging Science and Engineering Laboratory and professor at the Department of Computer Science, the Faculty of Graduate School of Information Science & Engineering, Tokyo Institute of Technology. He was professor of Gotland University, Sweden and professor of department of Game design in Uppsala University, Sweden. He is now Emeritus Professor of Uppsala University and Tokyo Institute of Technology and Visiting professor of Kanagawa Institute of technology. His fields of interest are computer graphics, pattern recognition, image processing and virtual reality. He is the former president of Information and System Society in IEICE, also Fellow in IEICE. He arrange many international conference as follows. Honor Chair of IWAIT (International Workshop of Advanced Image processing), Chair of Pacific Graphics 2008, Chair of VRCAI 2009 in Tokyo Tech, many times of Chair of NICOGRAPH International.

