Editor's Note

The year of 2015 starts with the first issue of JIS dedicated to HCI. The journal was created in 2008, within the scope of the Brazilian Virtual Reality community, and in 2013 and 2014 it made an approximation with the Games and HCI communities, becoming the first periodic in Brazil specifically on these areas. We believe this way the journal may open the door for more interdisciplinary research.

This issue contains extended versions of five papers selected among the best full papers of IHC 2014 — XIII Brazilian Symposium on Human Factors in Computer Systems. I would like to thank Carla Leitão, Cristiano Maciel, and Simone Barbosa for their dedication acting as guest editors for this special issue, and invite you to read their editorial in the following.

We also have in this issue an original paper by José Paulo de Lima and Helton Bíscaro, entitled "Compressive Representation of Three-dimensional Models". The authors investigate the applicability of a recent approach to the theory of signs, called Compressive Sensing, to obtain a compressive representation of geometric meshes.

I would like to thank the authors and reviewers that contributed to this issue of JIS, and I hope it fulfills your expectations. JIS Editorial Board is looking forward to receiving your contributions.

Alberto Raposo
Editor-in-Chief