Guest Editorial Foreword to the Special Issue of IHC 2016

This special issue of Journal on Interactive Systems is dedicated to Human-Computer Interaction. It contains a selection of six of the best full papers presented at the 15th Brazilian Symposium on Human Factors in Computing Systems (IHC'16), held in São Paulo, SP, between 4th and 7th October, 2016. As extended versions of the original conference papers, these works present original content or new contributions when compared to their previous versions and underwent a whole new and independent review process.

IHC'16 invited the community to consider the theme "Smart Cities" by the stand point of Human-Computer Interaction. Given the growing adoption of mobile devices and apps that involve daily tasks in big cities, the Human-Computer Interaction area counts on more and more contexts of use to consider in research and products. In big cities, the computing systems support tasks that involve mobility, citizenship, consumption of products, consumption and management of natural resources, supported by social networks and communities, highlights important role that HCI researchers and professionals have. Thus, some papers of this special issue present interesting discussions around these themes.

"The Interplay of Aesthetics, Usability and Credibility in Mobile Website Design and the Effect of Gender" presents results from a multicultural study among 526 participants from 5 continents (Africa, Asia, North America, South America and Europe). They investigated the interrelationship among aesthetics, usability and credibility and the moderating effect of gender in a mobile web domain.

"HyMobWeb: A hybrid adaptation of context-sensitive Web interfaces with multimodality support in mobile devices" discusses a proposal of hybrid adaptation on Web user interfaces to mobile devices called HyMobWeb. It enables the developer to handle features of context sensibility and multimodality. HyMobWeb provides the developers with a grammar which can reduce the effort of coding solutions for multimodality and context-sensitive aspects.

"Defining a notation for usability-oriented interaction and navigation modeling for interactive systems" presents USINN, a usability-oriented interaction and navigation model to improve the quality in use of interactive systems. The model provides elements that visually represent the interaction and navigation of interactive systems and the associated usability mechanisms. The authors also describe the semantics and syntax of the proposed notation.

The authors of "Reflections over Communicability in PaaS

Environments" apply Semiotic Engineering concepts to analyze different software artifacts present in Platform as a Service (PaaSE) environments. From a Human-Centric Computer (HCC) perspective, they provide a better understanding of existing metacommunication processes in such environments, offering specific suggestions to emphasize communication boundaries.

"Analyzing the Communicability of Configuration Decision Space Over Time in Collaborative Systems through a Case Study" deals with the challenges of specifying configurations in collaborative systems that may impact future interactive paths. From a Semiotic Engineering perspective, it brings a case study of Google Inactive Account Manager that focuses on the communicability issues that emerge when designers must support users in anticipating the impacts of their decisions on future interactions with other users or on how their information or digital artifacts might be accessed.

In "Combining Configurable Interaction Anticipation Challenges and Volitional Aspects in the Analysis of Digital Posthumous Communication Systems", the authors discuss the challenges of anticipation in human-computer interaction. They present the main results of an inspection of three digital posthumous communication systems, in which users have to express their wishes through configuration settings which will only take effect when the user is no longer available.

Carla Leitão is professor at Psychology Department of Pontifical Catholic University of Rio de Janeiro (PUC-Rio), and senior researcher at Semiotic Engineering Research Group (SERG) at Departamet of Informatics (PUC-Rio). She has a PhD in Psychology (PUC-Rio) and is the co-author of the books 'Semiotic Engineering Methods for Scientific Research in Human-Computer Interaction' (Morgan & Claypool Publishers) and 'A Journey Through Cultures: Metaphors for Guiding the Design of Cross-Cultural Interactive Systems' (Springer Publishing Company).

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