Editorial Preface

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EPCGI INTRODUCTION

Following the previous volume, for this special issue of IJCICG we invited the authors of two other valuable contributions to submit an extended and updated version of the work previously presented at "The Portuguese Meeting of Computer Graphics and Interaction 2017 (EPCGI 2017)". This issue is the outcome of their updated work.

The first article "*FishEye - An Integrated Marine Species' Visualization*", by Nascimento and Gama, is devoted to ease the interpretation and analysis of studying marine species. The paper presents a user validated marine species' visualization system that alleviates the cognitive load, usually associated with data interpretation, by means of an integrated dashboard with coordinated views.

The last contribution, entitled "*Tap and Swipe Activity Zones on Smartphones for Novice Older Adults*", by Silva et al., is focused on the design of user interfaces for smartphones and mobile applications targeted for older adults. The authors detail several important aspects related this target audience user interaction, such as vertical and horizontal area hotspots of a smartphone display, thus contributing for the development, by designers and practitioners, of products more universally accessible.

ACKNOWLEDGMENT

We would like to express our appreciation to the International Journal of Creative Interfaces in Computer Graphics, in particular to its editor-in-chief - Professor Adérito Marcos, for the support on the publication of the special issues devoted to The Portuguese Meeting of Computer Graphics and Interaction 2017 (EPCGI, 2017). This special issue would not have been possible without the contribution of the authors who accepted to present extended and updated versions of their work previously submitted at the meeting.

Alexandrino Gonçalves
Luís Magalhães
Pedro Miguel Moreira
Guest Editors IJCICG

FURTHER IN THIS ISSUE

This issue embraces two further articles selected from the regular pipeline.

In the article "*Depth Maps and Deep Learning for Facial Analysis*", by Brito and Carvalho, present an approach for the evaluation of human affective state in working environments based on continuous analyses and monitoring of the user's facial patterns. The challenge here is to capture and interpret data in order to map it into a specific emotions' state while tailoring it to each particular user's face.

In the last article "*FeelOpo: An interactive installation to explore the "beat of Oporto*", Carvalho et al. propose an interactive art installation that allows the contact with fragments of the immaterial heritage of the Oporto city in the North of Portugal. Through location-based storytelling of the living city, this interactive installation allows visitors to explore, at different levels, several typical

characteristics of this city, addressing aspects of cultural identity based on contrasting images and videos.

We expect this journal issue will provide important insights into the research and development underway in the Portuguese computer graphics and arts community. We wish you interesting, playful and delightful read-throughs.

Adérito Fernandes-Marcos
Editor-in-Chief

REFERENCES

Gonçalves, A., Moreira, P. M., & Magalhães, L. (Eds.). (2017). *Atas do EPCGI2017 - 24º Encontro Português de Computação Gráfica e Interação 2014 [Proceedings of the 24*th *Portuguese Meeting of Computer Graphics and Interaction]*. Guimarães: Centro de Computação Gráfica.