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**From the Editor in Chief****HUMAN TECHNOLOGY: TOWARD THE SECOND DECADE**

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The inaugural issue of *Human Technology: An Interdisciplinary Journal on Humans in ICT Environments* was published in 2005. The 10 volumes of two to three issues comprise well over 2000 pages. Upon starting as editor in chief in January 2015, I browsed through the archives and noticed that just over 100 articles had been published in the journal.

Examining these titles, it is evident that they address a wide variety of topics. Nevertheless, four broad themes emerge:

- The user of technology, with such foci as user experience, user characteristics, usability, user interface, and, on a more theoretical level, cognition;
- The learner in a technological environment, covering aspects such as informal learning, formal education, literacy, collaborative learning, and communities of practice;
- The design of services, including processes such as interaction design, software design, coding, and implementation; and
- The invention of technologies and services, highlighting creativity, innovation, diffusion of innovation, creative network communities, and more.

These four themes by no means exhaust the content in the published articles, which show an abundant breadth. The articles span many contexts: for example, work (mobile communication at work, ergonomics, leadership, crisis), health (health care, patient records, home care, blindness), and geography (e.g., Nigeria, the Philippines, Finland).

From its inception, *Human Technology* has distributed cutting-edge research. Within our first issue, we published an article about the benefits of gaming (as opposed to the negative effects, which attracts so much attention). Today casual gaming, serious gaming, and gamification are hot topics in research (see, e.g., Quandt & Kröger, 2014; Reiners & Woods, 2015). Our third issue included an article about a system that made use of a robot designed to support elderly people to live at home longer. In the same year, an article about the home of the future, which included the development of everyday smart environments, was published. These days, much research is focused on robotization and home automation (see, e.g., Brynjolfsson & McAfee, 2014; Ford, 2015).

Mobile phones figured prominently in the first issue of *Human Technology*. With the advent of smart phones and other tools such as tablets, mobility in 2015 is very different and much more mainstream than it was in 2005. In one decade, vast technological advances have been made, and everyday life and working life have changed profoundly. Throughout this time, our journal has offered a forum for researchers focused on the relationship between human beings and technology, be it examining the past, unraveling the elusive present, or predicting the uncertain future.

The present issue give further evidence of the wide scope of *Human Technology*. **Antti Silvast** examines the history of hobby programming in the Finnish context, focusing on the 1980s. He examines computer use from the perspectives of gender, age, and digital engagement or disengagement from programming, based on an extensive survey, both quantitative and qualitative, of computer hobbyists. The method of oral history is used in analyzing the qualitative data; the pros and cons of the method are carefully discussed. The results emphasize the individuality of the choices of the hobbyists and give insights into changes in the nature of hobby programming.

In the second article **Shaleph J. O'Neill and David R. Benyon** examine interaction in mixed-reality blended spaces, where the physical world and digital world are blended. The article illuminates the complex terrain of blended spaces, mediation, and the semiotics of embodied interaction. As the authors mention, people are already living in a physical world increasingly augmented by virtual displays and populated by interconnected information and communication devices. The article concludes with useful advice for designers of blended places.

Then, **Tiina Kokko, Henri Pesonen, Elina Kontu, and Raija Pirttimaa** examine online learning in the Finnish context. They explore why students have chosen online studies instead of studying at a traditional upper secondary school. Similar to results found internationally, the main reasons Finnish students attribute to choosing online studies are health, family related, or a general need for a flexible schedule or pace. However, the findings also indicate that a student's school history can induce them to choose online studies. The authors call for more research in the area, and suggest themes.

The final article, by **Rebeca I. García-Betances, Giuseppe Fico, Dario Salvi, Manuel Ottaviano, and María T. Arredondo**, presents an extensive state-of-the-art review of affective computing and persuasive technologies, especially their convergence within the health-care context. They highlight the convergence strategies that are currently being integrated into health-care-related applications. They also identify research frameworks that point toward the future.

*Human Technology* has a solid foundation, built upon by the first two editors in chief, Professor Pertti Saariluoma and Professor Päivi Häkkinen. It is an honor and a pleasure to continue their work. Saariluoma is a cognitive scientist, and Häkkinen is an educational technology expert. My background is in communication research, especially organizational communication and communication technology (and earlier also speech technology and linguistics). Communication research focuses on a number of contexts, ranging from interpersonal communication to group and organizational communication, and it includes areas such as public relations, journalism, and intercultural communication. In all these contexts, the advent of computers, the Internet, and social media heralds massive changes, both to solve wicked problems and to harness the huge possibilities. Central to communication is social interaction, which has been expanded to the study of computer-mediated (or technology-mediated) communication between human beings.

For researchers with an interdisciplinary approach, *Human Technology* is a compelling opportunity for publishing. Submissions are welcome; the review process is thorough, and the

reviewers have expertise in the topic of the article. In May 2015, our journal was awarded the peer-review label of the Federation of Finnish Learned Societies. The label is used for the first time in this issue.

The success of *Human Technology* depends on the researchers who submit their valued articles for publication in the journal. It also depends on the vital contribution of our esteemed editorial board members, the expert reviewers, and our professional journal staff. I am pleased to be working with such high calibre individuals. Our common goals are to maintain and advance the relevance and quality of articles published in *Human Technology* and to contribute continually to the international scientific community by disseminating interdisciplinary research.

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