Editor's Note

The International Journal of Interactive Multimedia and Artificial Intelligence provides an interdisciplinary forum in which scientists and professionals can share their research results and report new advances on Artificial Intelligence and Interactive Multimedia techniques.

This special issue "Artificial Intelligence and Social Application" includes extended versions of selected papers from Artificial Intelligence and Education area of the 13th edition of the Ibero-American Conference on Artificial Intelligence, held in Cartagena de Indias - Colombia, November, 2012. The issue includes, thus, five selected papers, describing innovative research work, on Artificial Intelligence in Education area including, among others: Recommender Systems, Learning Objects, Intelligent Tutoring Systems, Multi-Agent Systems, Virtual Learning Environments, Case-based reasoning and Classifiers Algorithms. This issue also includes six papers in the Interactive Multimedia and Artificial Intelligence areas, dealing with subjects such as User Experience, E-Learning, Communication Tools, Multi-Agent Systems, Grid Computing. IBERAMIA 2012 was the 13th edition of the Ibero-American Conference on Artificial Intelligence, a leading symposium where the Ibero-American AI community comes together to share research results and experiences with researchers in Artificial Intelligence from all over the world. The papers were organized in topical sections on knowledge representation and reasoning, information and knowledge processing, knowledge discovery and data mining, machine learning, bio-inspired computing, fuzzy systems, modelling and simulation, ambient intelligence, multi-agent systems, human-computer interaction, natural language processing, computer vision and robotics, planning and scheduling, AI in education, and knowledge engineering and applications.

The Ibero-American Society of Artificial Intelligence (IBERAMIA) is a legally-constituted non-profit association, with the primary objective of promoting scientific and technological activities related to Artificial Intelligence in Ibero-American countries. IBERAMIA joins the Ibero-American associations of Artificial Intelligence, strengthening common bonds, promoting activities and projects related to teaching, research, technology transfer and innovation related with Artificial Intelligence.

The Artificial Intelligence is present in our everyday life. Its application in distributed environments, such as the Internet, electronic commerce, mobile communications, wireless devices, distributed computing, and so on is increasing and is becoming an element of high added value and economic potential, both industrial and research. These technologies are changing constantly as a result of the large research and technical effort being undertaken in both universities and businesses. Interactive Multimedia Applications are also benefiting from advances in distributed systems research. Combining AI, applications become more customized, optimized and promote a better user experience. The exchange of ideas between scientists and technicians from both academic and business areas is essential to facilitate the development of systems that meet the demands of today's society.

We would like to thank all the contributing authors, as well as the members of the Program Committee and the Organizing Committee for their hard and highly valuable work. Their work has helped to contribute to the success of IBERAMIA conference. Finally, the Guest Editors wish to thank Editors-in-Chief of International Journal of Interactive Multimedia and Artificial Intelligence for the publication of this special issue that notably contributes to improve the quality of the conference. We hope the reader will share our joy and find this special issue very useful.

Dra. Elisa Boff, Dr. Juan Pavón

WELCOME TO NEW MEMBERS

Francisco Chiclana Ph. D. is Professor of Computational Intelligence and Decision Making, De Montfort University, Leicester, UK (May 2012). Co-Director of DIGITS - De Montfort University Interdisciplinary Group in Intelligent Transport Systems, Faculty of Technology, De Montfort University, Leicester, UK (2011-present). Coordinator of REF UOA 11: Computer Science and Informatics. Member of the Faculty of Technology Scholarship Panel, De Montfort University, Leicester, UK (2008-present). Member of the School of Computer Science and Informatics Research Committee. Member of the School of Computer Science and Informatics Industrial Liaison Committee

Arrabales is an ICT expert and PhD in Artificial Intelligence. He has published over 40 papers on Machine Consciousness and Cognitive Robotics and he is co-researcher in several AI research projects. He has a strong background in management, R&D and innovation projects and digital entertainment market. His main research interest is the application of artificial cognitive systems in video games and serious games. Arrabales has a working experience of over 12 years both in public university and privately held companies. He has worked as project manager and IT consultant in IPTV and VoD industry for several technology companies. Arrabales holds a PhD and B.Sc. in Computer Science and Technology from Carlos III University of Madrid and a B.Eng. in Computer Engineering from Polytechnic University of Madrid. He also holds an MBA from the EOI Business School. Currently, Arrabales is the Digital Content Engineering Area Manager at U-Tad.