

From the Editor in Chief**CHANGE AND CONTINUITY**

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From the beginning of 2017, the journal *Human Technology* will have a new home, the Open Science Center of the University of Jyväskylä. Even when we have been published by the Agora Center, as this current issue is, the ultimate publisher has been the University of Jyväskylä. The only difference now, due to internal restructuring, is that we will work at the Open Science Center.

Human Technology and the Open Science Center share a common goal: to disseminate knowledge. Both are committed to Open Access, with the aim of making the results of research available to anyone. In fact, *Human Technology* has been fully open access since the start in 2005 (see Hurme, 2015). Clearly, open access to scientific publishing is a growing trend, backed or even demanded by many research funding agencies (e.g., in the EU; see European Commission 2016). Because of our shared emphasis on making research information open access, we look forward to working and collaborating with the Open Science Center.

Universities world-wide face challenges, both internal and external, to which they are seeking ways to cope. As a result, changes are taking place on many levels in institutions of higher learning—from funding to teaching, from structures to learning. Research and scientific publishing will undoubtedly remain essential activities in universities.

For the journal *Human Technology*, change is inherent, and indeed this is reflected in the research published in each issue. We are interested in humans and emerging technologies. Even during the decade the journal has been published, the topics of articles have changed. For instance, 10 years ago, mobile devices and services were gradually getting to be mainstream and now this technology impacts both the everyday life and working life of countless people. In fact, people often do not notice or know whether a particular service they are accessing is mobile or not. Technology comes ever closer to us humans, and many technological skills are needed in contemporary societies.



The present issue of *Human Technology* once again deals with change, in the sense that the lifeworld of all humans is continually changing amid advances in and the introduction of new technologies. Technology-enhanced environments are being created, becoming available, and taken into use in various walks of life. This issue also demonstrates the diversity of approaches to investigating the interrelationship of humans and technology. The issue comprises five articles that demonstrate the ongoing integration of technology in most aspects of human living.

Niels Christian Nilsson, Rolf Nordahl, and Stefania Serafin offer a theoretical study of two fundamental concepts in interactive media and virtual reality: immersion and presence. They point out that concepts such as immersion and presence are often used inconsistently, sometimes interchangeably. A review of existing definitions of immersion, taken from studies in various fields, is presented. Their analysis of the literature has resulted in a three-dimensional taxonomy of the different conceptualizations of immersion, and based on that, four theories of presence. The article brings necessary clarity to these common and often loosely used concepts. The authors also suggest that related terms such as engagement, absorption and involvement should undergo rigorous scrutiny as well.

Matti Haataja, Anne Laajalahti, and Jenni Hyvärinen address social media in the service of crisis and emergency management organizations. The data presented by the authors was collected from experts working in the field. The results indicate that even though crisis and emergency management organizations predominantly use social media to disseminate information to citizens, they are beginning to understand the two-way nature of social media, that is, interaction with citizens. Organizations can also use social media to monitor public commentary during and after a crisis, as well as to facilitate citizen-to-citizen support and information sharing. The main barriers identified for not using social media were lack of knowledge, time, and role models for implementation, as well as inflexible and old-fashioned organizational culture. The study is a worthwhile addition to the scant literature on the use of social media in unexpected, difficult circumstances.

Marc-Eric Bobillier Chaumon, Bruno Cuvillier, Salima Body, and Florence Cros report on a study on the prevention of domestic accidents. Fear of falling ranks high in the concerns of elderly people at home. The authors describe the development of a pervasive technology that can help the elderly and their caregivers in detecting falls. Their approach is multidisciplinary and based on user-centered design. The results are relevant for the elderly, for professional caregivers, and for family members. The article also raises pertinent questions about the privacy of elderly people.

Elena Márquez Segura, Laia Turmo Vidal, and Asreen Rostami examine bodystorming, an embodied ideation method for movement-based interaction design. Their research design is theoretically and methodologically grounded in phenomenology, ethnomethodology, and social psychology, and they underscore lived physical and social worlds. Their approach to design is technology-supported, not technology-sustained, focusing on designing an activity instead of a technology. The authors report an analysis of two exploratory design ideation workshops. In both workshops, bodystorming was found useful to support embodied creative thinking, that is, to “think with things.” The article is lengthy but makes captivating reading, demonstrating the potential of the embodied ideation method.

Last but not least, **Pablo Ventura** and **Daniel Bisig**, contribute a fascinating description and analysis of human-machine relationships by means of an artist’s choreographic work.

The renowned choreographer Pablo Ventura introduced choreographic software into his artistic design 2 decades ago, as a means to explore dance choreography unencumbered by the internalized choreographic movements of human dancers. Three strands characterizing his work are discussed in the paper: altering and breaking traditional choreographic working methods and movement styles, the identification and differentiation of inherently human and machine-like capabilities and their increasing interdependency and interpenetration, and the extension of choreography principles to the organization of body movement, space, and media. His many choreographed presentations premiered between 1997 and 2014, are described as a manifestation of the evolution of dance choreography—as well as the integration of various media and environmental elements—enhanced through computer software.

From crises, disasters, and emergencies at the societal and national level to potentially life-threatening falls in the home by the elderly, and from the integration of technologies for designing in the creative arts or in game research and the embodied experience of virtual reality, clearly human life is impacted and enhanced in multiple ways through technology. We at *Human Technology* continually seek out interesting and beneficial research that explores the nexus of humans and technology and the myriad ways both life and technology coevolve.

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Human Technology
 ISSN 1795-6889
www.humantechnology.jyu.fi