

# Preface

*Ambient and smart component technologies for human centric computing*

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## 1. This thematic issue

This issue of JAISE is focused on the theme of *Ambient and Smart Component Technologies for Human Centric Computing*. To put this area into context let us remind ourselves of a statement which is as true today as it was more than a decade ago:

“...computers are complex machines that are hard to use. Today we serve them, instead of them serving us. If we are suffering under 1 ton of complexity and inadequacy today, and our machines become 100 times more pervasive in the future we should naturally expect that the complexity and inadequacy of computers will soar 100-fold!...”

[M. Dertouzos, Human-centered Systems, in ‘The Invisible Future’, pp. 181, 2001.]

There has been a significant increase in the research relating to this area; however, the overall perception is that we are still at the beginning of a long journey to make computer services truly human-centric and useful for the vast majority of humans with minimal technological initiation on their side.

This Thematic Issue brings to our community selected experiences and examples of good practice

which will pave the way towards more human-centric computing. Ambient Intelligence and Smart Environments provide interesting infrastructure which can help with that. We cannot possibly find all the solutions and answers we need in this issue as the problems are many, but we hope you feel inspired by the work selected in this issue of JAISE. This Thematic Issue has been organized by our Guest Editors: James J. Park, Antonio Coronato, Hangbae Chang and Andrew Kusiak.

As usual for an area active like AMI there are interesting events around the world. The last pages of this issue provide information on some upcoming events and successful vivas by PhD students working in the area.

## 2. Upcoming issues

As it is a tradition in our journal to alternate between regular and thematic issues, the issue to be published in March will be a regular issue and the issue to be published in May will be a Thematic Issue focused on *Playful Interactions and Serious Games*.