Editorial: Internet - social and cognitive flow

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Welcome to the fourth issue of the Journal of Digital Media & Interaction (JDMI). For this issue we've assembled a set of seven articles that approach the social flows and cognitive dynamics supported by the Internet from different perspectives.

We open this issue with the article "Discursive Studio Analysis: An Interdisciplinary Approach to Social Design, Learning, and Creativity", by Vittorio Marone which is focused on social and collaborative forms of creativity, such as overcoming creativity as an individual effort to underline the collective dimension of the creative process. In this approach, this article presents a methodological approach called Discursive Studio Analysis (DSA), which is an interdisciplinary methodology that aims to be a tool for researchers, designers, and practitioners, in the analysis of creative and learning practices in informal social environments.

To follow, we have the article "Measure happiness with Instagram. What are the happiest cities in Spain?", by Xabier Martínez Rolán and Valeriano Piñeiro Naval. The authors considered the use of emoticons as way to express feelings and ideas in the context of online social interaction. The article explores the possibility of measuring happiness through the emojis used by Instagram users and an "Instagram Happiness Index" (IHI) was generated from the weighted assignment of numerical values to each emoji, which allows to calculate levels of happiness expressed through the social network. The study was made in six cities — Madrid, Barcelona, Valencia, Seville, Zaragoza and Malaga — with an analysis of a total of 15234 publications, from 10 to 21 December 2017.

Next, the article entitled "Playing (with) the Music: Game and Appropriation in the Chiptune Music Scene", by Emmanoel Ferreira and Jorge Cardoso Filho presents a discussion of the Chiptune music scene - in particular, the European Game Boy Music scene, and also discusses the concept of *jeu du jeu* (play of the game), and its understanding within the context of appropriation of a video game console (Game Boy) for a different function from that for which it was designed, in this case, the production and performance of electronic music. As a contribution, the authors underline the anthropological dimension of the shared and concomitant experiences of playing (a game) and playing (a musical instrument), their implications on the playful dimension of everyday experience, as well as perceptions of the political dimension of playful-technological appropriation, based on the scene members practices.

Following we present the article "Interactivity and emerging literacies in digital inclusion contexts: a netnographic study in the AcessaSP Program", by Rodrigo Botelho-Francisco, Brasilina Passarelli and Óscar Mealha. This article, through a netnographic qualitative research, discuss the digital inclusion from the perspective of interactivity and emergent literacies in one of the largest programs of Brazilian digital inclusion, AcessaSP, responsible for the provision of spaces for access and to interact with information and communication technologies in every city of the state of São Paulo.

The fifth article is entitled "Intensity of Internet use: An exploratory analysis", by Filipe Montargil, Branco Di Fátima and Cristian Ruiz presents an analysis of the intensity of Internet use, based on information gathered through the LLMCP - Living Lab on Media Content and Platforms online panel of Internet users. The study was conducted considering a sample of higher education students from the area of communication and the main conclusions were: the existence of classes does not seem to influence significantly the distribution of Internet usage intensity between week and weekend and the Internet use is also predominantly centered in the afternoon and early evening and a relevant and consistent decline in the intensity of online activity over the weekend (and also, at least partially, on Friday).

The next article "Digital libraries in China: trends and development", by Xuechen Xi and Pablo Parra Valero, shows the main efforts and progress made in China for the construction of digital libraries. The authors analyze the problems and deficiencies that have slowed the progress of digital libraries in China compared to the results obtained in Europe and the United States. And, they present some guidelines and recommendations in order to achieve a more effective use of the technology applied to the Chinese digital libraries.

The last article "Visibility and Access to Scientific Production: Model for the adoption of open access publication tools by Malian teacher-researchers", by Maciré Kante and Nianguiry Kante underlines that online publication in open access journals is crucial for countries like Mali. The authors propose a model for the adoption of online open access journals.

We consider that this set of articles, with contributions from different countries and different methodological approaches, contribute to the study of dynamics of the Internet use and the online spaces/services as anthropological spaces.