

Editorial: Digital technologies for personal and social well-being

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Welcome to the sixth issue of the Journal of Digital Media & Interaction (JDMI). For this issue we've assembled a set of six articles that approach the Digital technologies for personal and social well-being, in the sense that digital technologies enhance new ways of enjoying books, films, but also promoting social interaction, territorial innovation and self-care.

We open this issue with the article **“Comprehension and Perception of Multimodal Reading and Design Narratives in Digital Books”** by Thaís Lemos Lima and Cássia Furtado which addresses the potential of digital books for children and how the interaction dynamics of digital books can contribute to the promotion of reading, through design narratives and multimodal reading.

To follow, we have the article **“The Illusive Ludonarrativity and the Problem with Emergent Interactive Storytelling Models in Interactive Movies”** by Sohail Dahdal. The article investigates whether there is an interactive storytelling models in interactive movies, by conducting surveys, interviews and observations of 150 university students who were asked to play the interactive movie; and concluded that there is no successful model of an emergent interactive narrative format that can introduce meaningful ludonarrative experiences and presents a set of recommendations for create an immersive gaming experience.

Enjoying multimodal reading and interactive movies are two interesting ways of promoting individual and social well-being, through the development of creativity and playfulness.

Next, the article entitled **“Playing Against Hate Speech – How Teens See Hate Speech in Video Games and Online Gaming Communities”** by Bruno Mendes da Silva, Mirian Tavares, Filipa Cerol, Susana Mendes da Silva, Paulo Falcão Alves, Beatriz Isca. The article makes a state-of-the-art in video game panorama, focusing on the tendency to use hate speech among young players. It is very important to investigate online behaviors, hate speech and encourage the promotion of game literacy and stress that games have the potential to become powerful learning tools. Game literacy is fundamental to the promotion of individual well-being and the well-being of player communities.

Following we presente the article **“Prototyping of a Digital Platform for the Promotion of Community-based Territorial Innovation”** by Daniel Carvalho; Eliza Oliveira; Oksana Tymoshchuk; Maria João Antunes; Luís Pedro; Margarida Almeida and Fernando Ramos, focused on the prototyping process of a mobile application that aims to promote territorial innovation. The investigation used the Developmental Based Research methodology in conjunction with Design Based Approach and User-Centered Development, the research being carried out within the scope of the CeENTER Project.

The next article **“Ambientes Digitais Infocomunicacionais Bílingues: Português e Libras”** by Elisa Maria Pivetta, Daniela Datomi Saito and Vania Ribas Ulbricht which focuses research on digital

accessibility for deaf people, so that digital environments can be enjoyed by this community. Considering that the Internet has become an essential asset in the daily lives of people and organizations, it is therefore essential that infocommunication platforms provide access for audiences with specific characteristics. Inclusion is fundamental to personal and social well-being.

The last article **“Development and Evaluation of a Mobile Application Aimed at e-Patients with Diabetes”** by Samara Lou Gonzaga de Melo, Alex de Oliveira Alexandrino and Edgar Marçal presents the development and testing of a mobile application (‘Dear Diabetes’) designed to assist the diabetic more fully in self-knowledge, in learning the disease and in the conscious choice of food. The development of mobile applications in the area of health monitoring are a clear example of the use of digital technologies to promote well-being.

We consider that this set of articles, with contributions from different countries and different methodological approaches, contribute to the study of different ways of putting digital technologies at the service of well-being through the promotion of multimodal reading and design narratives in digital books, from the study of interactive storytelling models in interactive movies and, thus, helping users to increase their interest and creativity in narratives. But also, social welfare through the fight against hate speech in video games and online gaming communities, but also bilingual digital environments for deaf people and, still, digital platform for the promotion of community-based territorial innovation. In addition to these dynamics of interactive enjoyment of fictional content (books and films) and the promotion of social well-being, the role of digital technologies for the well-being of people with diabetes is also considered.