

Print, Mobile, and Online



Ron Vetter
Editor in Chief

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Welcome to the first issue of *Computer's* 44th volume. Although I've been affiliated with *Computer* for many years, this is my first issue as editor in chief. I'm proud to follow Carl Chang, who effectively led the magazine during the past four years. Carl and previous EICs worked tirelessly to make *Computer* interesting, relevant, and of high quality. I will do my best to continue to meet these expectations as well as to position the magazine to take more advantage of the digital revolution.

EMBRACING THE FUTURE

All scientific publications, including *Computer*, face significant challenges. There's growing evidence that traditional publication models might not survive challenges by open access and Creative Commons licensing. In a digital environment, the traditional roles of both publisher and author are changing rapidly. As stated in the EIC search criteria, one of the primary tasks for *Computer's* next EIC was to be able to move the magazine into new technology and science directions without compromising the rigor and high standards of its published print material.

One exciting development is in the mobile publishing arena. It's clear that information access via mobile devices has become increasingly commonplace for content publishers and readers alike. Many leading newspaper publishers have already started to convert their publications into fully electronic form as well as creating special versions for mobile phones and tablets. *USA Today* announced that it's reorganizing to focus on digital publishing, primarily on tablets. More recently, *The New York Times* declared that "at some point in the future" production of the printed newspaper will cease. One industry analyst states, "Clearly, digital publishing, primarily through tablets, is going to sweep through the entire publishing industry." It will be important to optimize *Computer's* content for mobile applications in the very near future so that readers can access information in a form that's convenient for them.

Most people look for information using search engines. It's therefore essential to ensure that the Computer Society's intellectual property is highly ranked in search engines. Improved metadata, open and accessible indexing, and continued work on search engine optimization must be a high priority. In addition, during

the next couple of years, the rapidly changing social media area will begin to mature.

As the Computer Society's online social media experimentation within Computing Now begins to show results, *Computer* needs to embrace those ideas that work. All kinds of interesting multimedia content, such as software simulations, audio podcasts, video interviews, PowerPoint lectures, and so on, can be part of this online presence. If you haven't already done so, I encourage you to visit the CN website (www.computer.org/computingnow) to check out some of the multimedia entries, CN Lab applications, and blogs.

EDITORIAL BOARD ADDITIONS

Publishing a high-quality magazine takes considerable time and effort. *Computer* is fortunate to have a high-caliber group of experts, including professional staff and volunteers, who are dedicated to bringing you highly relevant, leading-edge content. The masthead lists the people who help to make *Computer* a reality each month. In addition to the people who have served *Computer* in the past, I would like to introduce you to a few new additions for 2011.



Charles R. Severance, Web editor, is a clinical associate professor in the School of Information at the University of Michigan.

gan. A founding faculty member of the Informatics concentration undergraduate degree program at the University of Michigan, Severance also works with the IMS Global Learning Consortium promoting and developing standards for teaching and learning technology. The author of three books and several refereed journal and conference papers, he has experience with serving as an expert on the Internet and technology as the cohost of several TV shows and a public radio call-in program. Severance received a PhD in computer science from Michigan State University.



Theresa-Marie Rhyne, advisory panel member, is a recognized expert in the field of computer-generated visualization. She is

a consultant specializing in applying artistic color theories to visualization and digital media. In the 1990s, as a government contractor with Lockheed Martin Technical Services, she was the founding visualization leader of the US Environmental Protection Agency's Scientific Visualization Center. In the 2000s, she founded the Center for Visualization and Analytics and the Renaissance Computing Institute's Engagement Facility at North Carolina State University. Rhyne also serves as editor of the Visualization Viewpoints Department for *IEEE Computer Graphics & Applications* magazine. She received an MS in civil engineering from Stanford University and is a senior member of the IEEE Computer Society.

Rolf Oppliger, area editor for security and privacy, is an adjunct professor at the University of Zurich.



Oppliger studied computer science, mathematics, and economics at the University of Berne, where he received an MSc and a PhD

in computer science. Oppliger works in the area of information technology security. He has authored 11 books on this subject, frequently speaks at security-related conferences, and has published numerous papers and articles on IT security in scientific magazines and journals. He is the founder and owner of eSecurity Technologies, works for the Swiss federal administration, teaches at the University of Zurich, and serves as editor for the Artech House information security and privacy series. Oppliger is a senior member of the ACM and is a member of the IEEE Computer Society and the IACR.



Karl Ricanek, Identity Sciences column editor, is an associate professor in the Computer Science Department at

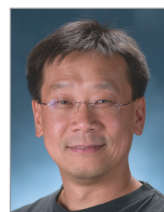
the University of North Carolina, Wilmington. He is the founder and director of the Face Aging Group Research Lab (www.FaceAging-Group.com) at UNCW, where he has been the primary project lead on more than \$5 million in Department of Defense and intelligence funded research in biometrics. He has authored or coauthored more than 40 refereed articles and three book chapters in biometrics and pattern recognition, and has served as a program committee member for several biometric and related conferences. Ricanek received a PhD in electrical engineering from North Carolina A&T State University.

John Riedl, Social Computing column editor, is a professor in the Computer Science Department at the University of Minnesota. A founding editor in chief of *ACM Transactions*



on Interactive Intelligent Systems, he has taught many courses in the areas of programming and systems at both the graduate

and undergraduate levels, has authored numerous refereed journal and conference papers, has been the recipient of several teaching and best paper awards, and holds four US patents. Riedl received a PhD in computer sciences from Purdue University. He is a senior member of IEEE, a Fellow of the ACM, and a member of AAAI.



Kelvin Sung, editor of the Entertainment Computing column, is a professor of computing and software systems at the Uni-

versity of Washington, Bothell. His research focuses on studying the role of technology in supporting human communication, with recent work in the areas of serious games and topics related to teaching and learning computer graphics and foundational concepts in programming based on computer games. Sung played a key role in designing and implementing the Maya Renderer, an Academy Award-winning image generation system. He has authored numerous refereed journal and conference papers, has been the recipient of several grants, and holds two US patents. Sung received a PhD in computer science from the University of Illinois at Urbana-Champaign.

GET INVOLVED

Because all members of the Computer Society receive *Computer* as a member benefit, it's important that the membership is well served. Working with editorial board members and staff, one of my top priorities is to get more members involved in *Computer*. Here are a few of the ways you can contribute:

- **Submit an article.** Scholar-One Manuscript (<https://mc.manuscriptcentral.com/cs>), our totally electronic online service for processing manuscript submissions, provides complete author information and submission details.
- **Propose a special issue.** Contact the special issues editor (schilit@computer.org) to offer your suggestion or to receive information about submitting a special issue proposal.
- **Serve as a reviewer.** Indicate your interest in serving as a reviewer by sending an e-mail message

containing your vita to computer-ma@computer.org.

- **Provide feedback.** We welcome your comments and encourage you to submit suggestions for topics to be covered in future issues.

I look forward to hearing from you and welcome your participation. 

Ron Vetter is a professor and past chair of the Department of Computer Science (www.uncw.edu/csc) at the University of North Carolina Wil-

ington. In 2007, he cofounded Mobile Education LLC (<http://myMobEd.com>), a technology company that specializes in developing interactive short message service applications. Vetter has served on numerous journal editorial boards and conference committees, including his current appointment as associate editor for *Computing Now*. Vetter received a PhD in computer science from the University of Minnesota, Minneapolis. Contact him at vetterr@uncw.edu.



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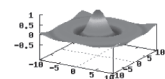
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"Ch is very much appreciated by beginners and teachers alike. For the first time in my career, I was able to introduce pointers to complete beginners without it seeming unnatural."

-- Professor Jym Feat, University of Paris VIII

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