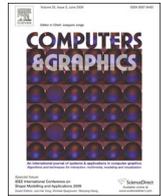


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Editorial

Foreword to the Special Section on the International Conference on E-Learning and Games 2016 (Edutainment '16)

The International Conference on E-Learning and Games, or Edutainment in short, was inaugurated in 2006. Since then, the conference has been held in many places including Hong Kong (2007), Nanjing (China, 2008), Banff (Canada, 2009), Changchun (China, 2010), Taiwan (2011), etc. The conference covers not only game-based learning, but also learning experiences which may be gained from entertainment. The series provides an international forum for researchers and practitioners in various disciplines to share and exchange of experiences in the emerging research area combining education and entertainment.

This year (2016) the conference was held on 14th~16th April, in Hangzhou, which is one of the most scenic cities in China. The conference has received about 50 submissions. With the help of reviewers from our International Program Committee, in the end 30 papers were accepted for presentation at the conference, covering a very wide range of topics, including E-learning, digital culture heritage, computer games, computer graphics and image processing. Based on the highest marks three contributions were invited to submit extended and augmented versions of their conference papers to Computers and Graphics. Through a highly competitive and selective review process according to the journal's criteria, only one paper has made it to this special section.

The paper, Real-Time Edge-Aware Weighted Median Filtering on the GPU, by Hanli Zhao, et al. [1], proposes a new 4D bilateral grid by incorporating the 3D bilateral grid with an additional range dimension. The edge-aware weights and the weighted median values are computed in 4D space. The proposed algorithm is highly parallel, enabling real-time GPU-based edge-aware implementation.

We are grateful to Prof. Joaquim Jorge, Ross E. Laman, Qian Jiao and all of the C&G journal staff for facilitating the publication of this special section. We would like to thank the authors and the reviewers who were especially helpful with reviewing the manuscripts, for contributing to the success of the special section.

Reference

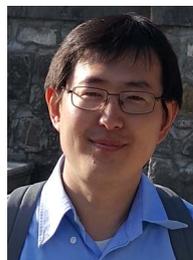
- [1] Zhao Hanli, Gao Dandan, Wang Ming, Pan Zhigeng. Real-time edge-aware weighted median filtering on the GPU. *Comput Graph* 2016.



Feng Tian received the Ph.D. degree in Mechanical Engineering from Xi'an Jiaotong University, Xi'an, China in 1997. He is currently an Associate Professor of Media Technology in Bournemouth University, Bournemouth, U.K. He was an Assistant Professor in Nanyang Technological University in Singapore. His current research interests include computer graphics, computer animation, games technology, augmented reality, image processing.



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Maiga Chang is Associate Professor in the School of Computing Information and Systems at Athabasca University, Canada. His researches mainly focus on mobile learning and ubiquitous learning, museum e-learning, game-based learning, educational robots, learning behaviour analysis, data mining, intelligent agent technology, computational intelligence in e-learning, and mobile healthcare. He is executive vice chair of IEEE Technical Committee of Learning Technology (TCLT), executive council member of Chinese Society for Inquiry Learning, chair of Asia-Pacific Region Game and Toy Enhanced Learning and Society special interest group (SIG) under the Asia-Pacific Society for Computers in Education (APSCE). Dr. Chang is the editor in chief of *International Journal of Distance Education Technologies* (an EI journal without publication fee), section editor of *Education and Science* (an SSCI Open Access journal), and advisory board member of *Journal of Computers and Applied Science Education*. He is guest editor of special issues for many SSCI, SCI, and Open Access journals without publication fee. Dr. Chang has given 77 talks and lectures in different conferences, universities, and events; He has participated in more than 280 international conferences and workshops as a Program Committee Member; and, he also has (co-) authored more than 205 edited books, book chapters, journal and international conference papers. He is an IEEE member for seventeen years since 1996 and also a member of ACM (since 2001), AAAI (since 2001), INNS (since 2004), and Phi Tau Phi Scholastic Honor Society.

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