Editorial

Information design and technology

Information design and technology are interrelated topics that have proven to be relevant and urgent areas of research as they are essential to our daily lives. Moreover, advances and trends in technologies such as artificial intelligence, digital learning, digital games, virtual realities and others have changed social and economic structures, posing new ethical and information challenges to researchers and information designers. The aim of this special issue was to bring together contributions that focus primarily on the relationship between information design and technology and also report on emerging issues within this topic. The papers selected for this issue provide research findings that contribute to reflection and opportunities for improvement in these challenging and thought-provoking research areas.

This issue begins with the paper "Pragmatic and hedonistic aspects of user experience in virtual reality: analysing novices' information transfer during their first interaction with a metaverse platform", which presents a study of the metaverse and its relationship with new users from the perspective of user experience design. The authors, Lucas Souza, Diego Ricca, Mariana Lima and Aura Cunha, analyse the pragmatic and hedonistic aspects of the user experience during the first interaction with a metaverse platform called "VRChat". The analysis of the interactions was based on three main aspects: interactivity, immersion and self-identification. The results showed a positive first impression of the platform by the participants. Based on the results, the authors suggest some possible solutions to improve these three aspects of the Metaverse experience.

In the paper "Reading hotspots: a method to evaluate reader and mediator's experience with children's digital books", the authors Douglas Menegazzi and Cristina Sylla analyse the interaction with hotspots in digital books. The authors present the development of a method to evaluate the experience of children and mediators when reading digital books on mobile interaction devices (MIDs). The method was validated through empirical testing with parents and children involved in shared reading. The authors conclude that the method is suitable for the assessment of interaction when reading digital books and for the design and development of children's books for MIDs.

The third paper, "Digital Graveyards: A study about data visualization portraying death during the COVID-19 pandemic", presents a study on the effects of data visualisation on the awareness of death. The authors Larissa Mazza and Luciane Fadel analysed two data visualisations on COVID-19 death rates through the analytical lens of the tool.

The close reading method was used to capture the elements of the two visualisations and analyse how these elements can promote awareness of death. The authors conclude that the artistic approach is not superior or inferior to the data-based approach, but that the two serve a different purpose. Furthermore, the authors claim that if the user is to be confronted with their mortality, a more physically appealing visualisation could be used. If, on the other hand, emotionless decisions are to be made, it is better to abstract the human body and provide the information to activate the "cool" cognitive system.

The paper "Designing inclusive educational games: accessibility rubric" by Matheus Cezarotto and Amanda Armstrong explores accessibility and games and proposes an applied and research-based rubric to discuss the quality of accessibility in educational games. The rubric is based on practical game development and theoretical knowledge and draws on practical knowledge from game development in the Learning Games Lab and the Lab's application of educational and instructional theories. The authors conclude that the rubric has the potential to support development teams in reviewing existing games, communicating the accessibility of games and leading discussions during the development process of educational games.

The final paper of this issue, "Twenty years of research in information design: a sample of Brazilian scientific production on digital media" by Caroline Winkelmann and Gabriela Botelho Mager, looks at the role of information design in the discussion and construction of knowledge about digital media and its role in information dissemination in the digital age. The authors conducted a systematic review of Brazilian scientific production on this topic since 2003, when the first International Congress of Information Design (CIDI) was held, promoted by the Brazilian Society of Information Design. As a result, recurring themes were identified, such as infographics and interfaces focused on science and education, as well as the presentation of universities that stand out in scientific production in the area studied.

We hope that the contributions of these papers will further promote research in these interrelated and important areas: Information Design and Technology.

Virginia Tiradentes and Leticia Pedruzzi
Guest editors