A selection of papers accepted for publication

Ugurlu—Smart E-learning: Enhancement of Human-Computer Interactions using Head Posture Images

Shyr *et al.*—Enhancing Mechatronics Learning through Human Computer Interaction Technology

Delibasic *et al.*—White-box Decision Tree Algorithms: A Pilot Study on Perceived Usefulness, Perceived Ease of Use, and Perceived Understanding

Kuk and Jovanovic—Design and Implementation of CoALearn Modules for Personalized Game Based Learning within Computer Architecture Course

Conde *et al.*—Mobile Devices Applied to Computer Science Subjects to Use Institutional Functionalities trough a Personal Learning Environment.

El Falaki *et al.*—Individualizing HCI in E-learning through Assessment Approach

Savkovic *et al.*—HCI Aspects of Social Media in Collaboration of Software Developers

Minovic *et al.*—Financial Engineering Education: The Case Study of Financial Modelling Using Games

Sosevic *et al.*—Impact of Screen Aspect Ratio on Reading Electronic Material

Ganapathy and Abhyankar—Seamless Multi-Modal Interactions across Computing Devices for Enhancing Engineering Education-Gesture Interaction

Iscioglu—Project Based Human Computer Interaction Course: An Experiment of Online and Face-to-Face Learning Environment

Mejia Figueroa and Juarez-Ramirez—Teaching Human-Computer Interaction through developing Applications in Collaboration between Academy and Autism Organizations

Bernat *et al.*—A Hand Motion Controller Allowing for Control the Computer Models and Peripherals

Quaye-Ballard *et al.*—Exploring Geospatial Data through Verbal Protocol Analysis (VPA): A case study at Hohai University, China

Stefanovic and Matijevic—Experimental Plant for Supervision and Monitoring of an Intermittent Heating System for Engineering Training

Javier Maseda *et al.*—A Novel Laboratory for Experimental Education in Electronic Engineering

Lattuca *et al.*—Developing a Measure of Interdisciplinary Competence

Catalina Ramírez *et al.*—An Engineering Social Building to Promote Collaborative Learning Practices

Haase *et al.*—What Does It Take to Become a Good Engineer? Identifying Cross-National Engineering Student Profiles According to Perceived Importance of Skills

Mejias Borrero *et al.*—Interaction of Real Robots with Virtual Scenarios through Augmented Reality Application to Robotics Teaching/Learning by Means of Remote Labs

Garmendia Mujika *et al.*—Developing Teamwork Efficacy Factors: An Experience in a Project Based Learning Context

Maeda *et al.*—Psychometric Properties of the Revised PSVT:R for Measuring First Year Engineering Students' Spatial Ability

Burt *et al.*—Out-of-Classroom Experiences: Bridging the Disconnect Between the Classroom, the Engineering Workforce, and Ethical Development