Editorial

Dear Reader,

Technology is evolving at a rate that is, at times, hard to keep pace with. Some of the changes – as can be seen by the paper penned by Peter Excell – are very pertinent to the subject matter of this journal. Much of this change has brought with it improvements to the way in which we work, rest and play. One such benefit is exemplified by the paper, included here, that articulated the use of web and gamed based E-Learning to measure students' mental approach to learning. Nonetheless, some of the changes have had less positive consequences. Consequences that provide impetus to work in such areas as cryptography, security protocols and distributed certificate authorities; subjects of interest that also feature in this edition. When technological development is considered as a whole, it is clear that both positives and negatives consequences are accrued.

As this issue goes to press, universities around the world are preparing for their graduation celebrations. At one such gathering at my own university, our Chancellor joked with the gathered congregation "There are three types of people in this World. People that make things happen. People that watch things happen. And people that simply wonder what happened." He then urged the graduating students to "make things happen for the benefit of all."

I trust that as researchers, practitioners and developers, we would seek to apply technological advancement in a positive way and make things happen for the benefit of all.

With best wishes.

Professor Andrew Ware,
On behalf of the Editorial Board,
Annals of Emerging Technologies in Computing (AETiC).