EDITORIAL

The IADIS International Journal on WWW/Internet (IJWI) is a peer-reviewed scientific journal published exclusively in electronic format. The IADIS IJWI is devoted to the WWW and Internet broad fields. The mission of this journal is to publish original contributions in its domain fields to disseminate knowledge amongst its readers and be a reference publication. It publishes original papers, review papers, ongoing research papers, technical reports, case studies, conference reports, management reports, book reviews, notes, commentaries, and news on future scientific events.

This volume (Volume 22, Issue 2 - ISSN: 1645-7641) combines 7 selected original papers that bring together researchers covering the wide spectrum of the WWW and Internet presented in different areas and contexts.

The first contribution to this issue, by María Olmedilla, Leonardo Espinosa-Leal, José Carlos Romero-Moreno and Zhen Li, entitled " "PREDICTING REVIEW HELPFULNESS IN VIDEO GAMES: A COMPARATIVE ANALYSIS OF MACHINE LEARNING MODELS AND NLP INTEGRATION", examines the "prediction of video game review helpfulness on the Steam platform using machine learning and natural language processing (NLP) techniques". The authors trained three machine learning models (XGBoost, Extreme Learning Machine (ELM), and Ridge regression) and reached the conclusion that XGBoost outperformed the others.

Gabriel Catizani Faria Oliveira and Guilherme Tavares de Assis authored the second paper entitled "A STRATEGY FOR PREDICTING STUDENT PERFORMANCE ON AN ONLINE PLATFORM: PROPOSAL, DEVELOPMENT AND VALIDATION. This study reports on the benefits of gamification in education. A digital platform named *TôSabendo* was developed and validated. The purpose of this platform is to create a stimulating environment for the user, motivating them to learn the concepts presented.

The third paper, "EXPLORING SMARTPHONE USAGE DYNAMICS: UNVEILING APP-SPECIFIC PATTERNS AND TRENDS", authored by Mohamed Basel Almourad, Mohammed Hussein, Emad Bataineh and Zelal Wattar explores smartphone usage, focusing on communication and gaming apps, namely by examining patterns and behaviors of users from different ages and genders.

The fourth paper, with the titled "OF COURSE AI DISCRIMINATES": IDENTIFYING COMMUNICATION GAPS AND CROSS-DISCIPLINARY TRANSLATION CHALLENGES", authored by Hilde G. Corneliussen, Gilda Seddighi and Cheshta Arora reports on the necessity to focus on anti-discrimination as a distinct lens when evaluating the social impacts of Artificial Intelligence design, development and distribution in real-life situations.

In the fifth paper, named “A REWARDING MECHANISM FOR E-DELIBERATION SYSTEMS: SIMULATION ANALYSIS AND FUTURE DIRECTIONS”, the authors Vassilis Tsakanikas and Vassilis Triantafyllou present a new e-deliberation model that includes a rewarding mechanism designed to increase citizen engagement and elevate the quality of deliberative processes.

The sixth contribution with the title “LYRICCOVERS 2.0: AN ENHANCED DATASET FOR COVER SONG ANALYSIS”, written by Maximilian Balluff, Maximilian Auch, Peter Mandl and Christian Wolff focuses on Music Information Retrieval by reporting on a comprehensive evaluation of a novel dataset that gathers original musical compositions alongside their derivative cover versions.

The seventh and final paper, entitled “A STUDY OF PERSONAL INFORMATION LEAKS IN MOBILE MEDICAL, HEALTH, AND FITNESS APPS”, by Alireza Ardalani, Joseph Antonucci and Iulian Neamtiu focuses on mobile apps in the health context. The authors report that these apps, gather and leak an excess of personal information such as email, credit card, phone number, address, name, etc.

It is common knowledge that Technology is always present and can be used to improve all aspects of our society. These papers illustrate that the development of technology has grown our ambitions to make all aspects of technology a more global and international matter.

The Editor,

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