ChildArt

ChildArt

EDITOR'S CORNER

Some people say that the digital revolution started in the 1980s. Others claim that it spread like wildfire only at the onset of the 21st century. For an average person, the revolution begins with the first PC, SMART Board, or personal iPhone. Whatever may be the case with you, these are exciting times indeed with over a billion users of Facebook alone already.

In 2001, I was invited to write on the 'global digital divide' for the International Monetary Fund's *Finance & Development magazine.* I then calculated that nearly 400 million people were online at the turn of the century. Perhaps by the time this century ends, almost everyone will be online in some way, even those living in the deepest Amazon forest or remotest hamlets.

Hence, we are excited about this issue which sheds a new light on games and online experience. We are grateful to the experts who contributed to this issue or took the time to speak with us about their experiences and expertise and what they envision for the future. We have learned a lot from them, and hope you will too.

We are also grateful to our supporters whose help sustains this wonderful publication and keeps it free of commercial advertisements.

Ashfaq Ishaq, Ph.D.

Editor & Publisher
Ashfaq Ishaq, Ph.D.

Assistant Editor
Christina Crawley

Editorial Assistant
Macara Oshida

Graphic Artist/Designer
Jooho Lee

Assistant Graphic Artist
Rebecca Kraushaar

Staff Writers
Amanda Dominguez
Tejal Thakkar
Michael Dempsey

Contributors

Belinha De Abreu, PhD.
Drexel University

Professor Curtis Jay Bonk
Indiana University, Bloomington, School of Education

Donald Brinkman
Microsoft Research

Clifford Cohen
AnimAction

Karl Hopwood
European Schoolnet

Assistant Professor Kylie A. Peppler
Indiana University, Bloomington

Professor Walter Santucci
California State University, Los Angeles

Dr. Mark Wiederhold
Virtual Reality Medical Center

INTERNATIONAL CHILD ART FOUNDATION

GAMES AND ONLINE EXPERIENCE

3

11

15

19