

Preface to the Iberoamerican Human-Computer Interaction Conference 2023 Special Issue

The present issue of CLEI Electronic Journal (Volume 27, Issue 1, 2024) is devoted to extended and revised papers of selected works presented at the IX Ibero-American Human-Computer Interaction Conference, took place in La Matanza, Argentina, from September 13th to 15th, 2023. The University of La Matanza, Argentina, was responsible for organizing the event under the central theme 'Transversality of Human-Computer Interaction: impact across multiple disciplines'. Researchers in the field of Human-Computer Interaction from Latin America and the Iberian Peninsula gathered both in person and remotely. This edition featured five workshops in addition to the main track:

- 5th Workshop on Infotainment Systems and Intelligent Systems
- 3rd Workshop on Interaction in Digital Games and Gamification
- 2nd Workshop on Industry 4.0 and HCI
- 2nd Workshop on Collaborative Work and Collaborative Learning
- 1st Workshop on Cognition and Interaction

We were delighted to receive an invitation from the CLEI Journal to expand a selection of the best papers accepted and presented at the event. Thus, we present a special issue featuring papers from different areas of Human-Computer Interaction, involving researchers from different countries. Four extended papers that underwent a rigorous evaluation and approval process are included, covering topics such as collaborative work and gamification, generative artificial intelligence, migration of legacy software to technological platforms, and approaches to creating inclusive games for the elderly.

The paper "Enhancing the Adaptive Gamification Process Through User Behavior and Context" presents an innovative approach to developing a situational awareness strategy in an adaptive gamification framework within the context of Collaborative Location-Based Collecting Systems (CLCS), based on factors such as player preferences, player status, and gamified activities.

The second paper, "From Trends to Experiences: Co-Creation with Generative Artificial Intelligence in Developing Interactive Multimedia Applications," discusses how generative artificial intelligence tools are transforming the development of interactive multimedia applications. It presents three development experiences exploring the challenges and opportunities associated with integrating this artificial intelligence into the software development process.

The third paper, "Enhancing Legacy Java Desktop Applications: A Web Migration Approach with Collaborative Functionality," addresses the growing need to migrate legacy applications

to advanced technology platforms, driven by technological evolution and socioeconomic changes such as the COVID-19 pandemic.

Finally, the last paper, "A Study on the Interaction of the Elderly with Digital Games Through Usability and User Experience Evaluations," explores the acceptance of digital games by the elderly using usability and user experience evaluation techniques to create strategies for the development of inclusive games for this audience.

After presenting the theme of each paper, we would like to thank César Collazos for his enthusiasm, ability to execute, and for bringing people together for a common purpose: the Ibero-American Human-Computer Interaction Conferences and the HCI-Collab network. We also extend our gratitude to the editor of this journal for giving us the opportunity to publish this Special Session with selected papers from the IX Ibero-American Human-Computer Interaction Conference. Likewise, to the authors for their efforts in expanding their papers and meeting the journal's requirements in a short period of time. Finally, we want to express a special thank you to the reviewers who accepted the challenge of carrying out their work in a short time frame but with great quality.

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CLEIej Invited Editors for Jornadas Iberoamericanas de Interação Humano-Computador
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