EDITORIAL

This issue is a regular issue, wich is composed of 3 papers.

The first paper by E. Dubois and A. Hamelin propose an article "Worm Selector: Volume Selection in a 3D Point Cloud. Through Adaptive Modelling"

In the second paper, N. Ghouaiel et al. describe "Mobile Augmented Reality in Museums: Towards Enhancing Visitor's Learning Experience"

In the last paper, J. E Cornick and J. Blascovich present "Physiological Responses to Virtual Exergame Feedback for Individuals with Different Levels of Exercise Self-Efficacy"

We hope the readers can benefit a lot by reading these papers.

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