Editorial Preface

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Welcome to this issue of the *International Journal of Mobile Human Computer Interaction* (IJMHCI). You could argue that the articles in this issue have a uniting theme of wellbeing. First up, we read about a proof-of-concept wearable system (BlindWear) that uses percussive skin knocks (taps) to deliver passive braille-based reading capabilities to the visually impaired in order to address educational discrepancies for visually impaired children in India's schools (and beyond). From there, we move to an exploration of user experience of mobile mental health apps, the aim of which is to go some way towards addressing the current lack of research into the viability of such apps. Finally, in the third article, we find ourselves exploring consumer trust in mobile food delivery apps.

The first article, entitled "Enhancing Education and Interaction for the Visually Impaired Using Deep Learning and IoT," is by Sanjit Kumar Dash, Rudra Madhav Biswal, Aisurya Misra, Rajesh Swain, Saswat Ray, and Jibitesh Mishra. The authors recognize the foundation for prosperity and development that education represents for a nation and highlight the number of visually impaired and blind individuals around the world, and in particular in India, for whom accessing education is particularly challenging. This challenge is worsened by the back of access to braille resources within many schools – both in terms of physical resources (braille books) and teachers qualified to teach braille. Motivated to address this challenge, the authors propose a system for improving the quality of education and independent interaction for the visually impaired that draws on innovation in the combined domains of the Internet of Things (IoT) and Deep Learning (DL). In essence, their system converts recorded audio into a series of knocks (or braille/haptic stimulation) delivered to the skin via a wearable device (BlindWear) in order to deliver passive (percussive) reading capabilities to the visually impaired. They developed a proof-of-concept application that supports the streaming of any e-Book in this way, hence assisting in the daily lives and education of the visually impaired. The authors report on a promising evaluation of their proof-of-concept using both visually impaired and blind-folded individuals, the latter being studied to understand the learning rate for the authors' unique approach given their lack of training and sensory compensation.

In "An Exploration of User Experience of Mobile Mental Health Apps Using the Critical Incident Technique" by Jakub Mihalo and Julia Halamova we are reminded of both the potential for mobile psychological interventions to expand the availability and quality of mental healthcare provision and also of the lack of research into the viability of the use of mobile apps for improving individuals' psychological health, despite some really promising initial indications. Going some way to addressing this lack of appreciation, the authors conducted, and report in this article on, a qualitative study across 462 English-speaking participants which analyzed their experience (positive and negative) of mobile mental health apps (MHapps) using the critical incident technique. Based on reported critical incidents (which the authors defined as MHapps user experiences) they identified that participants primarily use MHapps to calm themselves down, complete tasks (goal management, journaling, motivation management), self-track, and connect with others within their identified health community. The study also helped outline the cognitive, emotional and behavior changes brought about for participants as a consequence of use of the MHapps. From their findings, the authors confirm and expand on existing

recommendations for the development of MHapps, whilst also recognizing that further research is still required to validate their findings for specialized MHapps.

In the final article, "Consumer Trust in Mobile Food Delivery Apps: Exploring the Antecedents and Consequences," by Shelly Gupta, Ritika Chopra, Santroop Tanwar, and Sumit Manjhi, we are transported to the rapidly emerging world of food delivery apps and related services. The authors' study focused on identifying and examining the determinants of consumers' trust in mobile food delivery apps (MFDAs) and to explore the impact of trust on intention to purchase. Based on data collected from 372 predominantly young and highly educated Indian users of MFDAs, the study highlights – perhaps unsurprisingly (and certainly in line with findings within longer established B2C e-Commerce research) – the significance of perceived ease of use, propensity to trust, and online reviews in building consumers' trust in such delivery apps. The authors suggest that food services providers can leverage the findings from the study in terms of building greater trust into their apps, including improving the usability of such apps, and thus expanding the reach and success of their food delivery service.

I trust that you find all these articles – from improving our education to looking after our mental health to feeding our bodies with upmost convenience – interesting as well as useful and are motivated to explore the reported issues further. Enjoy!

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