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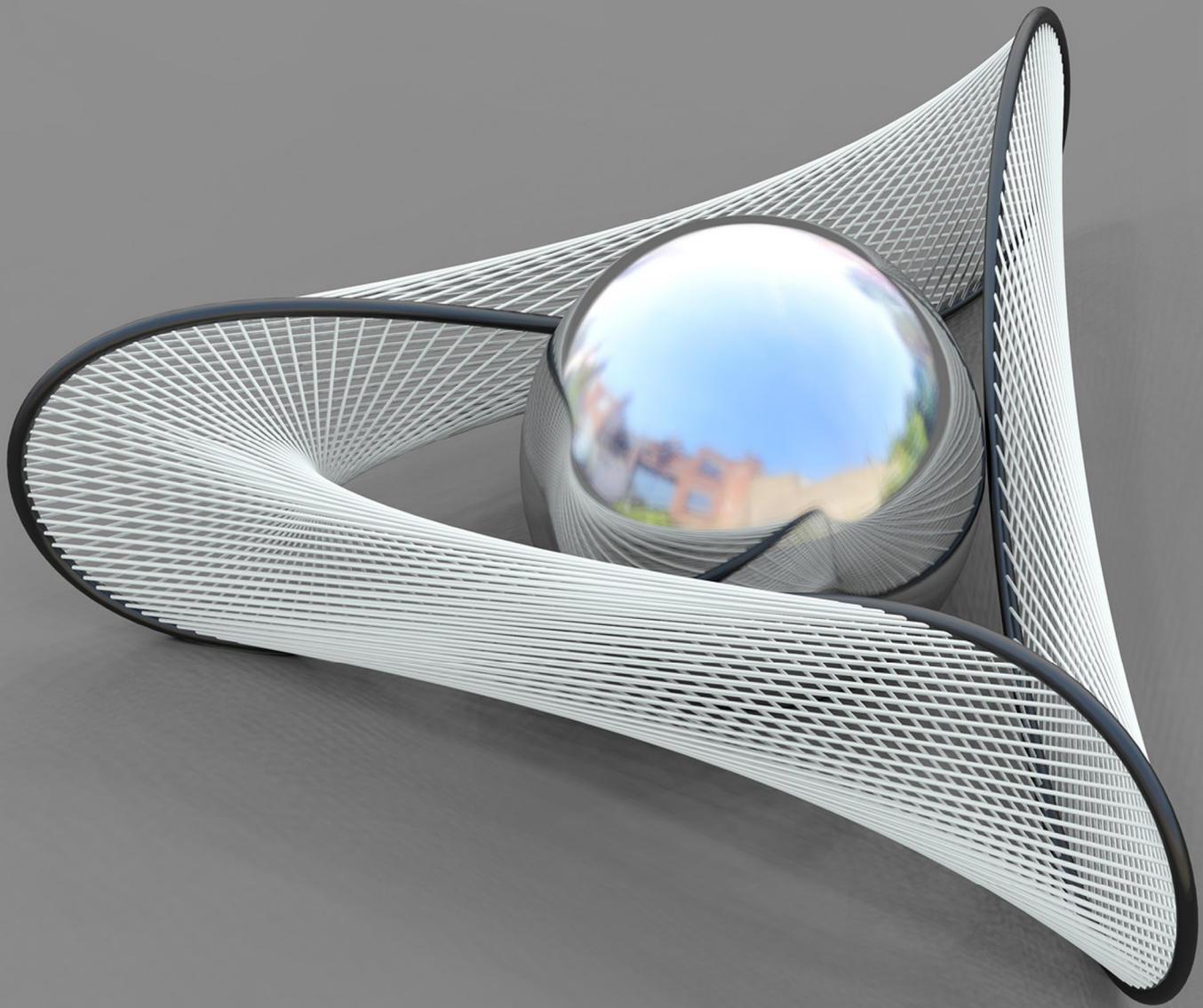
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Editorial

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It was a great pleasure to be editors of the second Assembled issue of JVWR in 2016. We had the opportunity to read a large number of high quality articles that were submitted for this issue. With the help of JVWR's reviewers, we are confident that we have chosen the best of them. This issue, as with all assembled issues, aimed at highlighting the diversity of issues of virtual and real worlds.

A considerable number of submissions were concerned with questions related to the body, specially the gendered body. As a result, three of the five articles chosen for this Assembled issue are on this subject but, as detailed below, each of these three brings a different perspective.

1. In "Youtubing Difference: Performing Identity in Video Communities," Samara Anarbaeva discusses the content of YouTube channels as evidence of the discourse that revolves around gender, race and ethnicity. By examining a community of women, she takes us inside the world of the underrepresented being represented.
2. "Exploring Intrinsic Gender Identity Using Second Life," by Barbara Maria Mitra and Paul Golz, discusses gender issues through avatar choice, appearance and identification. Some interesting findings on the role of our perceptions of gender, as well as our performance of gender in relation to identity.
3. A third perspective is put forward by Sean Philip Gleason in "Technology and the Not-so-Stable Body: "Being There" in the Cyborg's Dilemma." The author argues, in a reflective manner, on the potential of a union between virtual technologies and body image, that results

in a phenomenology of 'being there'. The implications of such an integration are addressed through an evaluation of the literature in areas of cognitive science, perceptual psychology and virtual presence.

The other two articles which were chosen for this issue discuss questions related to user generated content.

4. In "I Create Therefore I Virtually Exist': Digital Content Creation, Virtual Consumption, and Motivation in Second Life," Peter Nagy and Bernadett Koles discuss the links between creation, consumption and motivation in digital environments. They explore behavioral, demographic and motivational attributes and the relationship between User-Generated Content (UGC) creators and non-creator members of Virtual World communities. Results revealed differential patterns as a function of age, gender and usage, and also in consumer profile within the virtual community.

5. The article by Janea Triplet, Andrew Harrison, Brian Mennecke, and Akmal Mirsadikov, "Detecting Covert Networks in Multilingual Groups: Evidence within a Virtual World," introduces a methodology for the identification of relationships between networks of individuals. They demonstrate how language independent discourse analysis can be used to identify relations between information providers and receivers, and identify covert organizations between members of virtual worlds. It is in the nature of Virtual Worlds to allow members to create communities. However, it is in the news every day that "less-legal" organizations are taking advantage of social networks and virtual worlds to communicate and "manage" their activities. This paper is an efficient effort in the direction of detecting the cliques appearing in members' communications.

This editorial enterprise involved people on three continents: Suely Fragoso (Prime Editor), in Brazil; Mari Carmen Gil Ortega (Editor) in the UK and Athanasios Malamos (Editor), in Greece, with Yesha Sivan, Editor-in Chief in Israel & Hong Kong. Working together was a particularly rich experience. The variety of our cultural backgrounds and previous experiences largely compensated for the difficulties inherent to coordinating efforts in different time zones. Our special thanks must go for Ms. Tzafnat Shpak, JVWR Coordinating Editor, for her continuous support and advice.

We hope that the readers of this Assembled issue will find this set of articles as relevant and pleasant to read as we did. Enjoy.