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Editorial

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Toija Cinque and Adam Brown's article "Educating generation next: Screen media use, digital competencies and tertiary education" investigates the use of screen media and digital competencies of higher education students in light of the growing focus on new media and e-learning in Australian universities. They argue that there is a need to resist the commonplace utopian and dystopian discourses surrounding new media technological innovation.

Osvaldo Cleger analyes analyze how a representative selection of computer games, set mostly in a Latin American context or at the US-Mexico border, are capable of mounting arguments about immigration policy by making good or poor uses of what Ian Bogost has conceptualized as "procedural rhetoric" (Bogost, 2007). "Procedural Rhetoric and Undocumented Migrants: Playing the Debate over Immigration Reform" explores to what extent videogames can be effectively persuasive in the way they manage to create a computational representation of the experience of migrating, and its associated consequences, independently of the legal or illegal status of such displacements.

The article "Variations in recruitment yield, costs, speed and participant diversity across Internet platforms in a global study examining the efficacy of an HIV/AIDS and HIV testing animated and live-action video among English- or Spanish-speaking Internet or social media users" by Winnie Shao, Wentao Guan, Melissa A. Clark, Tao Liu, Claudia C. Santelices, Dharma E. Cortés and Roland C. Merchant presents a world-wide, Internet-based study on HIV/AIDS and HIV testing knowledge that compared the yields, speed and costs of recruitment and participant diversity across free postings on 13 Internet or social media platforms, paid advertising or postings on 3 platforms, and separate free postings and paid advertisements on Facebook. Platforms were compared by study completions (yield), time to completion, The study results highlight the need for researchers to strongly consider choice of Internet or social media platforms when conducting Internet-based research.

Nazanin Ghodrati's article "Conceptualising and measuring collaborative critical thinking on asynchronous discussion forums: Challenges and possible solutions" examines the demonstration of collaborative critical thinking (CCT) on asynchronous discussion forums (ADFs) in a graduate subject at an Australian university over two academic semesters. She discusses the ontological and methodological challenges in conducting her research and presents possible solutions to challenges encountered. At the ontological level, she discusses challenges in conceptualising and defining CCT. At the methodological level, she presents challenges in constructing a coding scheme to measure the demonstration of CCT on ADFs. In conclusion she proposes an operational definition of CCT and presents a synthetic coding scheme for measuring CCT in computer-supported collaborative learning contexts such as on ADFs.

This issue also has a review of Adrienne Shaw's (2014) *Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture* by Sabine Herrer. A special thanks to Jesse Ko for his continued work as Line Editor for the journal's final draft copies. We would also like to thank the many anonymous reviewers who have contributed to *DCE*. Their commitment to providing high quality feedback have contributed significantly to the quality of the manuscripts we have published. We rely entirely on their dedicated and pro bono labour.