

## Preface

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Cloud Computing and Big Data are two emerging paradigms as platform technology in the recent developments of ICT (Information and Communication Technology). Cloud Computing enables computing resources to be provided as IT services in a pay-as-you-go fashion with high efficiency and effectiveness. Big data is an emerging paradigm applied to datasets whose size is beyond the ability of commonly used software tools to capture, manage, and process the data within a tolerable elapsed time. Scientific data experiments based on simulations create vast data stores that require new scientific methods to analyze and organize the data.

Journal of Platform Technology (JPT) aims to promote interdisciplinary research in platform technologies and other applied fields in mathematics, engineering and sciences to investigate specific methodologies and develop technologies that will contribute to the development of the future infrastructure.

We are honored to feature three review papers and an article for this first issue in second volume of JPT.

This issue starts with a paper that is titled “Web based Interactive Visualization from Game Logs and Its Computing” by SangHyun Seo, YongJun Kim, and HunJoo Lee. The paper introduces two kinds of web based interactive visualization approaches that support the bot detection solution based on game log analysis and describe the lifecycle of game resources generated and destroyed by game players.

The second paper is titled “Holistic Collaborative Privacy Framework for Users’ Privacy in Social Recommender Service” by Ahmed M. Elmisery, Seungmin Rho, and Dmitri Botvich. The paper is focused on the security issue about how to assert third-party recommender services to generate accurate referrals are feasible. It presents a novel approach where sensitive data has two copies, a concealed version, which is located on the recommender service side and a plain version that is stored on the client side.

The third paper is titled “An Effective Multimedia Education Platform on Tuberculosis Prevention for Taiwan Indigenous Children Is Based on Cloud Computing Technology” by KuoYuan Hwa and WanMan Lin. The paper is focused on a multimedia e-learning platform based on cloud computing technology. The platform is used for tuberculosis prevention education for Taiwan indigenous children. It can be useful to handle the challenging issue because of lacking teachers and technological resources. This paper also shows how it is effective in improving the understanding of TB knowledge among indigenous students.

The last article is titled “Enabling BigData Platform for MapReduce Applications in the Science Cloud” by Yunhee Kang. The article introduces research projects for handling scientific problems related with BigData including LHC, PolarGrid and FutureGrid. It also describes software platforms including MapReduce framework and its extensions are used for handling Big Data problems in those projects.

We believe that these papers have good quality and the relevance that we expect for developing JPT. Finally, we would like to thank all authors, reviewers, and members of the editorial board of JPT.

Authors are welcome to submit papers relevant to the scope of the JPT (Journal of Platform Technology) at any time. The JPT submissions and reviews are conducted via journal submission system which is available at <http://jpt.ictps.org/>. We also welcome proposals for Special Issues, which should be submitted to the EiC (Editor-in-Chief; Prof. Seungmin Rho). The journal’s website is <http://jpt.ictps.org/> and online articles are available at the website in PDF format.