



## Editorial

Educational technology was first formally defined by Donald Ely in 1963 as audiovisual communications. It spells out clearly that technology is about communication, and education is conceptualized as such accordingly. The audiovisual technology in the 1960s and 1970s refers to media such as photography, films, newspapers, radio, and television, all being labeled as “old media” in contrast to “new media” developed and flourished in the wake of digitalization from the 1980s onward. This issue focuses on the development of the new media. The paper “*Exploring the Continued Intention in Playing Mobile Games*” (Ho et al., 2016) presents a survey to explore the reasons why people keep on playing mobile games. “*An Exploration of the Relationships between Social Media, Online Civic Engagement, and Online Political Participation*” (Keung & Ma, 2016) aims to investigate online political participation through social media. The paper “*Rethinking the History and Defining Characteristics of Online Journalism*” (Song, 2016) identifies three major versions of online journalism history, and conceptualizes the development of online journalism as consisting of the current distinct phases: online journalism via television channels, online journalism via computers and online journalism via mobile devices.

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