# Interaction as a "between experience"

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Welcome to this new issue of the Journal of Digital Media & Interaction. The beauty of the interaction lies in the dynamic experience of near-suspension between two realities. The subject of the interaction is motivated by the relationship between the symbolic element that allows to reach a new content and/or experience, and the content that emerges from the interaction, in the " between experience".

This issue of the Journal presents a set of texts with contributions to the understanding of communication dynamics in which interaction allows the establishment of relationships between symbolic elements that promote the fruition of new experiences/contents.

In "Exploring Players' Perceptions of the Haptic Feedback in Haptic Digital Games", Sotiris Kirginas presents a qualitative study that explores the value of haptic digital games as a novel and inventive form of human-computer interaction that complements and enriches conventional forms of visual and auditory communication, with the aim, namely, to increase player immersion and player engagement in the game and make the game experience more accurate and persuasive.

Demetrius Lacet, Maria Van Zeller, Paulo Martins and Leonel Morgado in "Digital Storytelling approaches in Virtual Museums: Umbrella review of systematic reviews" present a literature review carried out considering the period from 2013 to 2021, in which 14 articles are considered. The main ideas considered in this paper: museums and interactive technologies, virtual museums, virtual tours, digital storytelling. The main objective is to understand the role and use of storytelling in museums. And the main conclusion is that the potential of interaction is still not fully explored, to promote the reaction of the museum public.

The paper "Portuguese Community Radios on the Internet: Broadcasting Exclusively Online and the High Practice of Podcasting" by Miguel Midões, in which he used mapping as a research method through which he identified 21 Portuguese community radio, on which the investigation focused. The conclusion shows that Portuguese community radio focuses on music despite the multiplicity of formats, styles and subjects.

Tarcízio Macedo in "A New Chapter in Esports Research? Mapping, Gaps, and the Early Years of Mobile Esports in Academia" presents a review of the literature on mobile eSports, which highlights that the concept is not always used rigorously and that studies present a low level of reflection on the issue. In this review, 20 publications were considered, which allowed presenting an overview of studies on Esports.

In "Multimodal engagement in WhatsApp stickers: verbal-visual analysis to understand the context", Eduardo Faria, Andreza Alves and José Gabriel Andrade  considered stickers as multimodal semiotic elements that represent human bodies and expressions in online dialogues. The investigation is supported by the studies of social semiotics by Kress and Van Leeuwen and the empirical component consisted of the verbal-visual analysis of the body-stickers in dialogs in the WhatsApp application. The investigation shows that despite the trivial use of stickers, there is a need to develop digital literacy in order to fully understand this multimodal language.

Finally, in "Analysis of the use of the transmedia phenomenon in political communication", Cláudia Amorim de Maia Mendes carries out a literature review in the Scopus database considering the concepts of "transmedia" and "political communication" in order to recover studies that have considered the use of transmedia applied to political communication. The case of the Spanish political party Podemos is highlighted. It becomes evident that transmedia is not as used in political communication as one might imagine at the beginning of the investigation.

We hope this set of texts can contribute to the understanding of different communication scenarios in which interaction in a digital environment is the central element of communication dynamics.