I am very pleased to see that the Volume 21, No. 3 of IJCIM includes selected papers as proof of our ongoing commitment to serve the community of researchers. We will continue to collaborate to making our journal better. Please carefully look at guidelines about paper format at www.ijcim.th.org and send your papers on topics of current interest in computer sciences, Internet technologies and management for the upcoming issues to me (charmonman@gmail.com). I will get your paper reviewed by experts in your field. If the initial response is favorable, I will request you to submit your camera-ready final paper as soon as possible for publication in the next edition of IJCIM.

The first paper titled “Gaming and Learning for a Better Health: Concepts, Challenges and Opportunities” is written by Aurilla Aurelie Bechina, and Olaf Hallan Graven. This paper observes games that could be helped with health problems by sampling two games. The first game helps elderly by maintaining their physical and cognitive abilities. Another game is purposed to develop the memory management by creating on board games.

The second paper titled “An Improved Organizational Performance Influenced by Leadership Styles and Innovation: A Case Study of Hotel Industry in Thailand” is written by Vissanu Zumitzavan, Sarinthree Udchachone, and Varit Intrama. This paper discusses the relationship between leadership styles, innovation and organizational performance. Also, it investigates the ways that leadership styles should be improved in order to develop the organizational performance. Moreover, it describes what extents the leadership styles and innovation could affect the organizational performance.

The third paper titled “An Assessment of the eLearning Readiness State of Faculty Members and Students at Malayan Colleges Laguna” is written by Ellenita R. Red, Hanna Grace S. Borlongan, Tesalonica T. Briagas, and Ma. Jonessa M. Mendoza. This paper describes the readiness of having eLearning at Malayan Colleges Laguna (MCL) in preparing the faculty members, students, administration and facilities for implementing eLearning. It focuses on what, why, and how eLearning should be supported for multiple purposes.
The fourth paper titled “Developing Model of Idea Generating Process for Graphic Design in Thailand” is written by Thawatchai Kansrirat, and Paiboon Kiattikomol. This paper aims to investigate the useful data to guide the ways of developing model of idea generating process for graphic design in Thailand. The observation includes interviewing several experts in graphic design as well as reviewing literatures.

The fifth paper titled “Design and Development of a Mobile Game- Based Learning Application in Synonyms, Antonyms, and Homonyms” is written by Ellenita R. Red, Kenneth Edward D. Domingo, Kristian Martin F. Santos, and Joy T. Banaag. The goal of this paper is to design and develop an interactive mobile games supported by Android operating system. The study includes graphical design, background music and animation, and key structural elements in development.

The sixth paper titled “The Development of Blended Synchronous and Asynchronous e-Learning for the Subject of Computer Game in Education” is written by Jutima Methaneethorn. This paper aims to develop a blended synchronous and asynchronous eLearning on Moodle System. Also, the purposes are to observe the attitudes of experts towards the eLearning modules, as well as to investigate the Computer Education students of Lampang Rajabhat University towards the blended eLearning.

The seventh paper titled “Development and Evaluation of Engineering Drawing 1 eLearning Module of Malayan Colleges Laguna” is written by Generoso L. Loza, and Apollo P. Portez. This paper discusses the development and evaluation of Engineering Drawing 1 course through eLearning media. This course is available at Malayan Colleges Laguna. The module used varies resources and media for students to study the course.

The eighth paper titled “Implementation of eLearning Management Operation Model for Higher Education in Thailand” is written by Pisit Prougestaporn, Kultida Saowapakpongchai, and Thichakorn Visansakon. This paper focuses on reviewing the effective factors to create eLearning for higher education, analyzing the existing eLearning management models, and finding the most suitable eLearning management model for implementing.
The ninth paper titled “PUBLEASHED.COM: A Website for Publishing Literary Works of Students at Malayan Colleges Laguna” is written by Ellenita R. Red, Efren B. Banaticla Jr., Jonald C. Basco, and Luis Emmanuel M. Reyes. This paper focuses on the evaluation of the website that has produced for students to write-up journals which can be read and commented by everyone in order to encourage students to do something after what they have been taught about.

The tenth paper titled “The Sustainable Competitive Advantage of Learning Styles in Strategic Management: A Case of Universities in Thailand” is written by Vissanu Zumitzavan, Tudsuda Imsuwan, and Varit Intrama. This paper examines the impact of learning styles and strategic management on sustaining competitive advantage, as well as explaining how learning styles and strategic management affect universities in Thailand. The evaluation was done by questionnaires through samples of universities in Thailand.

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