

Foreword and Editorial

International Journal of Interactive Storytelling (IJIS)

We are very happy to publish this issue of an International Journal of Interactive Storytelling by Global Vision School Publication.

This issue contains 3 articles. Achieving such a high quality of papers would have been impossible without the huge work that was undertaken by the Editorial Board members and External Reviewers. We take this opportunity to thank them for their great support and cooperation.

The paper entitled "Contingency theory and Institutionalism: A literature review ", the purpose of this study is to review historical development and characteristics of the contingency theory and the institutional theory in the micro organization discipline. The study reviews the contingency theory to fit to the environment and uncertainty, which are fundamental study variables of the theory, while the institutional theory is reviewed in terms of isomorphism and legitimacy. To do this, the reviews are conducted, focusing on study results of researchers regarding both theories. In sum up, both theories require a variety of studies in empirical areas. Considering the developmental path of both theories, it is necessary to evaluate limitations borne by both theories.

In the paper "Change of eye gaze in the geometry class of novice fourth grade teachers through introspection with eye image", this study recorded the video of a math class of a novice fourth grade teacher with the mobile eye tracker and analyzed the change of eye gaze through introspection with eye images particularly in geometry classes. For the introspection with eye image, the novice teacher thought aloud while watching the class video recorded in her gaze with the marked eye gaze. The eye fixation count (FC) of novice fourth grade teacher during a geometry class increased with teaching tool and teacher personal space interest area and decreased with learning tool and student body area. The learning tool and student body changes were statistically significant. The result suggests that introspection with eye image can be a simple way to change the math education of novice teachers.

In the research "A Study on Non-verbal Visualization Elements of Traditional Performing Arts", this study is a traditional Korean play with a focus on non-verbal visual elements addressed in conjunction with the first. Korean traditional play of non-verbal communication among the Act's doubles, color, makeup, masks, props, such as visualization study of attributes. The traditional plays are 'gwanna' and 'seolna'. Among them, non-verbal visualization elements will be examined focusing on the case of " seolna ". The study selected the genre as a traditional play with masque, puppet show, and pansori. Among Korean traditional plays, representative plays of private plays are largely representative of masques, puppet shows, and pansori. First, non-verbal visualization elements of traditional Korean plays play a mediator that can change the concept of time and space (place) to audiences and spectators. Second, nonverbal visual elements such as costume, makeup, and props in Korean traditional play have been mediators of symbolic communication through symbolism and metaphor. Third, it is applied to the modern age through the non - verbal visual elements of Korean traditional play, and it can be understood that it forms the basis of the traditional

drama. It can be seen that the non-verbal elements such as costume, make-up, and props in Korean traditional play inherit various communication activities and traditional culture.

October 2018

**Editor of the October Issue on
International Journal of Interactive Storytelling**