Editorial

With this issue we complete the ten volumes of the **International Journal of Computational Linguistics.**

This issue has the following research. In the opening paper on "**Automatic Recognition of Emotions from Speech**" the authors *Martin Gjoreski, Hristijan Gjoreski and Andrea Kulakov* used seven emotions anger, fear, sadness, happiness, boredom, disgust and neutral for recognition of human emotions from speech. During experimentation, they have deployed three classification algorithms for testing, with SVM yielding the highest accuracy of 89% and 82% using the 10 fold cross-validation and Leave-One Speaker-Out techniques, respectively. They found that the "Sadness" is the emotion which is recognized with highest accuracy.

In the next paper on "**RELATE: Pre Being one of those techniques**", the authors have used a query refinement goal to refine a user's query so that its result satisfies a certain constraint. In this paper, they studied the time series correlation as a constraint for refinement such that the result of a query is a pair of two subsequence time series reference-aware Correlation-based Query Refinement. They experimentally validated the efficiency and effectiveness of the proposed algorithms using real and synthetic data compared to recently proposed correlation-based subsequence search algorithms.

In the third paper on Mining the "**Treasure of Palm Leaf Manuscripts Through Information Retrieval Techniques**" the authors *Bhupendra Singh* and *Neelu Jyoti Ahuja* have viewed that the computer technology is penetrating every aspect of life and we can exploit information retrieval algorithms to help build a system which can dig into the ocean of knowledge from the pal lead manuscripts. This paper is an attempt to popularize information retrieval from palm leaf manuscripts among computer scientists to make available the guidance of our age old heritage in shaping.

In the last paper on "**A Comparison of Competitive and Collaborative Play for Co-located Computer Supported English Vocabulary Learning**" the authors *Paul Craig, Zeyang Jiang* and *Hai-ning Liang* compared different modes of competitive and collaborative play for co-located computer supported English vocabulary learning. Results from this evaluation reveal that collaborative play is more effective than competitive play for helping students to achieve learning objectives,

The papers are more elegant which point out to the new directions of research in the Natural Language Processing.

Editors