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Entertainment Computing – ICEC 2008

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Proceedings

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Preface

The 7th International Conference on Entertainment Computing, under the auspices of the International Federation for Information Processing (IFIP), was held September 25–27, 2008 in Pittsburgh, Pennsylvania. Based on the very successful first international workshop (IWEC 2002) and the following international conferences (ICEC 2003 through ICEC 2007), ICEC 2008 was an international forum for the exchange of experience and knowledge amongst researchers and developers in the field of entertainment computing. ICEC is the longest established and most prestigious conference in the field of entertainment computing.

The conference provides an interdisciplinary forum for advanced research in entertainment computing, broadly defined. ICEC is truly international with leading experts from 14 nations representing academia and industry attending this year's conference. These leaders presented their newest research, insights, products and demonstrations.

Although the field of entertainment computing is thought of as new, in fact modern digital computer games go back over 45 years with games such as Spacewar developed in 1961. This is not to say entertainment computing is limited to computer games. As evidenced by papers in this volume, entertainment computing covers virtually every aspect of today's recreational diversions. With evocative titles like: "Development and Evaluation of a Centaur Robot," "Analysis of Japanese Folktales for the Purpose of Story Generation," "Fear Inducer: A Mixed Reality Audio Experience," "Interactive Multimedia Contents in the IllusionHole," "Robust Interactive Storytelling for Automatic TV Content/Story Production," "Designing Toys That Come Alive: Curious Robots for Creative Play," "Musical B-boying: A Wearable Musical Instrument by Dancing," "Hybrid Visual Tracking for Augmented Books," "Hitch Haiku: An Interactive Supporting System for Composing Haiku Poem," and "Experiences Employing Novice Wizard Operators in a Gallery Setting," ICEC 2008 papers spanned entertainment experiences from robots to television, music to audio enhancing emotion, and dancing to poetry.

Of course, traditional game development was well represented with papers like: "Immersion, The Greatest Hook," "Agents That Relate: Improving the Social Believability of Non-Player Characters in Role-Playing Games," "Game Bot Detection Based on Avatar Trajectory," "Creating an Emotionally Adaptive Game," "Towards Emotional Characters in Computer Games," "Newsgames: Theory and Design," and "Physiological Player Sensing: New Interaction Devices for Video Games."

The host institution for ICEC 2008 was the Entertainment Technology Center of Carnegie Mellon University. Few institutions in the world embody the interdisciplinary characteristics underlying entertainment computing as does the ETC. Founded by Don Marinelli, Professor of Drama and Arts Management, and Randy Pausch, Professor of Computer Science and Human-Computer Interaction, it is a marriage of the worlds of computer science and entertainment at the most fundamental level; a joint partnership of the College of Fine Arts and the School of Computer Science. Both CMU entities are amongst the nation's top institutions in their fields. ETC's fusion of

disciplines is a testament to Carnegie Mellon's longstanding support of interdisciplinary research, where first-class faculty and students perform cutting-edge, world-changing research; research that is not limited by the bounds of departments or fields. Likewise, ICEC 2008 brought the best of interdisciplinary work in computing in support of entertainment. We hope the works that follow give the reader a sense of the excitement and intellectual atmosphere experienced at this year's conference.

September 2008

Scott M. Stevens
Shirley Saldamarco

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