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Intelligent Technologies for Interactive Entertainment

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Preface

These are the proceedings of the 4th International ICST Conference on Intelligent Technologies for Interactive Entertainment. The conference, scheduled every 2 years, was initiated in 2005 in Madonna di Campiglio, Italy, targeting to provide a unique international forum for researchers in the field of interaction technologies, with a special focus on entertainment. For the fourth edition of the conference, Intetain returned to Italy, in Genoa, a city rich with historic heritage, monuments and natural attractions in the Mediterranean Riviera and inland.

The conference aims at enhancing the understanding of recent and anticipated advances in interactive technologies and their applications to entertainment, education, culture, and the arts. Interaction technologies are undergoing significant changes in the last few years, and will influence the way users consume and interact with the media and applications, both locally and over the Internet. The explosion of natural, multimodal, and touch-based interfaces, and their access to the general public, has made new interaction paradigms a reality.

The conference technical and demonstration sessions explored all these topics, bringing together researchers from academia and industry, practitioners, and students interested in future techniques for interaction, with the main aim of being a forum to present and discuss contributions from different domains, related to technology, business, the creative process and user-centered studies.

Technical sessions focused on the different aspects of interaction, and included the presentation of research works on virtual/mixed/augmented reality, hardware technologies for interaction and entertainment, devices, animation and virtual characters, nonverbal full-body interaction, storytelling, affective user interfaces, social interaction and children interaction (with a special “Children’s Corner” demo session).

It was our pleasure to also have two outstanding keynotes as part of the conference program: “Persuasive Systems for Small Groups in a Museum” by Oliviero Stock from FBK, Trento (Italy), and “Bebop Virtuosity” by Francois Pachet from Sony CSL, Paris (France). In addition to the technical program, demonstrations of interactive entertainment technology were included. Intetain participants had the opportunity to attend the half-day tutorial on EyesWeb, a widespread open platform enabling research and development of real-time multimodal systems and applications. Finally, the workshop on Social Behavior in Music (SBM) closed the conference and included the keynote by Alessandro Vinciarelli on “Social Signal Processing: Understanding Nonverbal Communication in Social Interactions.”

Intetain 2011 secured the in-cooperation status from the ACM Special Interest Group on Computer – Human Interaction.

The venue of the fourth edition of Intetain was the magnificent monumental building of Palazzo Ducale, in the heart of the city and the main site for cultural

activities. It is a prestigious site, former house of the “Doge” (king) of Genoa when the city was a republic in the Renaissance. The Casa Paganini-InfoMus research center of the University of Genoa hosted, in its recently restored monumental building of S. Maria delle Grazie, the EyesWeb Tutorial and part of the demonstrations.

Aiming at cross-fertilizing scientific and technological research with humanistic and artistic research and investigating new perspectives in user-centric media and future Internet, Casa Paganini-InfoMus activities support research on new paradigms of interaction and experience with a special focus on computational models and multimodal interfaces addressing nonverbal expressive gesture, emotions, and social signals.

We would like to thank our invited speakers Oliviero Stock, Francois Pachet, and Alessandro Vinciarelli for their outstanding keynotes.

Many thanks go to all the volunteers who shared their talent, dedication, and time for the conference organization and support as well as all our technical and financial sponsors. This conference would not be possible without their support.

We would like to thank our sponsors ICST, Create-Net, Casa Paganini-InfoMus, and Palazzo Ducale for their support. We would like to thank the University of Genoa and all the volunteers in the local organization, whose participation made this conference possible.

Special thanks to our local organizer, Barbara Mazzarino, for her precious work, the Demo Chair Donald Glowinski, the SBM Workshop Chair Giovanna Varni, and the EyesWeb Tutorial organizer Paolo Coletta. Another special thank you is for the Web Chair Michele Marchesoni for having effectively and timely supported the relevant tasks related to Web set-up and information updating.

A very special thanks also goes to the Technical Program Committee members for their support in the review process and program definition.

We also thank the members of the Intetain Steering Board, Imrich Chlamtac and Anton Nijholt, and all the staff members of Casa Paganini-InfoMus, and the conference co-ordinator Aza Swedin.

May 2011

Antonio Camurri
Cristina Costa
Gualtiero Volpe

Organization

The 4th International ICST Conference on Intelligent Technologies for Interactive Entertainment was jointly organized in Genoa, Italy, by CREATE-NET and the Casa Paganini-InfoMus research center of the University of Genoa.

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