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Proceedings

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Preface

We are proud to present the proceedings of the eleventh International Conference on Entertainment Computing (ICEC 2012). After Seoul (2010) and Vancouver (2011) ICEC was back again in Europe and we were honored to host this event in the city state and Free Hanseatic City of Bremen, Germany.

Bremen – the tea and coffee capital of Germany – with its strong mercantile tradition has always been a place of exchange between people and cultures from all over the world. Thousands of people started their endeavor for a better life and future into the New World from the port of Bremerhaven.

Considering the world-famous fairy tale of the iconic Bremen Town Musicians it is fair to say that Bremen also has a long history in entertainment. The University of Bremen founded in 1971 is already known as a major center of research in northern Germany and has recently become one of eleven German Universities of Excellence.

Although it has been said that the people in northern Germany are sometimes not of the most emotional type, we were very excited and delighted to welcome so many guests from all over the world. Together, we made this ICEC an exciting, enjoyable, and scientifically valuable event.

Entertainment computing is a diverse field bringing together computer science, social and cultural sciences, psychology, art, design, and many other disciplines. Therefore, entertainment computing is the prototype of interdisciplinary and open research and one focal point of exchange between these different disciplines, as was again demonstrated by the variety and scientific quality of this year's program.

Overall, we received 53 full and 17 short paper submissions and 45 submissions to the other categories, giving a total of 115 submissions from 30 countries. After a rigorous peer-review and meta-review process, 21 full papers, 13 short papers, 16 posters, 8 demos, 4 workshops, 1 tutorial, and 3 doctoral consortium submissions were accepted. We would like to thank all members of the program committee and all additional external reviewers for their work and commitment. We are very proud of the final selection of papers, which would not have been possible without their efforts and support.

The doctoral consortium was a premier at this year's ICEC and allowed young researchers to take the opportunity to get feedback on their PhD work from renowned experts in the field. Also, for the second time, the ICEC was organized as a single-track conference to foster the dissemination and discussion of the presented scientific results within the community.

This year's ICEC was co-located with the third International Conference on Serious Games Development and Applications (SGDA). Participants were free to visit sessions of both events, providing additional opportunities to increase exchange and exposure within a greater scientific community. The workshop

and tutorial program complemented the main conference by focusing on special topics of interest. We decided to include 14 peer-reviewed workshop submissions in the proceedings of the main track because we think they constitute valuable scientific contributions that are of interest to all ICEC participants.

The conference presented three inspiring keynotes from speakers coming from different backgrounds who shared their specific view on important topics of entertainment computing. Steve Ince – artist, game designer, and writer – brought his long-time industry experience and shared his ideas on game creation, design, and storytelling. Espen Aarseth – principal researcher and professor at the Center for Computer Games Research, Copenhagen – looked at games and narration from a researcher’s point of view. Olga Sorkine – professor at the Institute of Visual Computing at ETH Zurich – presented her insight into the technological aspects of entertainment computing in her talk about real-time modeling and animation.

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July 2012

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