

<<Entertainment Comput>>

图书基本信息

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### 内容概要

This book constitutes the refereed proceedings of the Third International Conference on Entertainment Computing, ICEC 2004, held in Eindhoven, The Netherlands in September 2004. The 27 revised full papers, 27 revised short papers, 18 revised poster papers, and 3 demo papers presented together with 3 keynote papers and 3 invited topic papers were carefully reviewed and selected from 114 submissions. The papers are organized in topical sections on advanced interaction design; art, design, and media; augmented, virtual, and mixed reality; computers and games; human factors and games; intelligent games; mobile entertainment; sound and music; and visual media engineering.

## 书籍目录

I Invited Presentations Ludic Engagement and Immersion as a Generic Paradigm for Human-Computer Interaction Design Realization of Tai-Chi Motion Using a Humanoid Robot Building Better Systems for Learning and Training: Bringing the Entertainment Industry and Simulation Technology Together Game Intelligence: From Animal Play Behavior to Entertainment Computing Effects of Violent Video Games on Aggressive Behavior, Helping New Behavioural Approaches for Virtual EnvironmentsII Advanced Interaction Design Kuru-kuru Pitcher": A Game for the S-haire Internet Chair Fun and Sports: Enhancing the Home Fitness Experience Manipulating Multimedia Contents with Tangible Media Control System "Tangible Influence": Towards a New Interaction Paradigm for Computer Games Computer Supported Collaborative Sports: Creating Social Spaces Filled with Sports Activities Optical-Flow-Driven Gadgets for Gaming User Interface The Human-Information Workspace (HI-Space): Ambient Table Top Entertainment Game-Driven Intelligent Tutoring Systems Practice! YUBIMOJI AIUEO for Japanese Hand Language Learning. The Bush Telegraph: Networked Cooperative Music-Making.III Art, Design, and Media Live Role-Playing Games: Implications for Pervasive Gaming Animating Conversation in Online Games From Artistry to Automation: A Structured Methodology for Procedural Content Creation Commedia Virtuale: Theatre Inspiration for Expressive Avatars Take the Money and Run? An Ethical Approach to the Relation Between Game Research and Game Industry Moved by Movements: How Character Movements Cue Us to Form Specific Genre and Affective Impressions Improvisation in Theatre Rehearsals for Synthetic Actors.....IV Augmented, Virtual, and Mixed RealityV Computer GamesVI human Factors of GamesVII Intelligent GamesVIII Mobile EntertainmentIX Sound and musicX Visual Media EngineeringAuthor Index

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