

ICEC 2004

3rd International Conference on Entertainment Computing, September 1st-3rd, 2004, Eindhoven, The Netherlands

CALL FOR PAPER

*<http://www.icec.id.tue.nl>
Technical University Eindhoven, The Netherlands*

We invite you to participate at the prestigious 3rd International Conference on Entertainment Computing under the auspices of the International Federation for Information Processing (IFIP). Based on the very successful first international workshop (IWECC2002) and the second international conference (ICEC2003), the next ICEC'04 has been set up as an international forum to exchange experience

and knowledge among researchers and developers in the field of entertainment computing. Research papers, posters, demonstrations and case studies are invited that present scientific ideas or improvements to existing techniques in the broad multi-disciplinary field of entertainment and edutainment applications. Suggested research topics include, but are not limited to the list below.

Suggested Research Topics

- Advanced Interaction Design, e.g. Haptic Interfaces
- Aesthetics, Ontology and Social Reflection
- Ambient Intelligence for Entertainment
- Art, Design and Media
- Augmented, Virtual and Mixed Reality
- Avatars and Virtual Action
- Computer Games and Game Based Interfaces
- Education, Training, and Edutainment Technologies
- Evolutionary Platforms / Hardware
- Graphics Techniques
- Human Factors of Games
- Human Sciences, Violence and Entertainment
- In-Car/Flight/Train Entertainment Systems
- Intelligent Board Games
- Interactive Digital Storytelling, and Tele-Vision
- Mobile Entertainment via e.g. Mobile Phones, PDAs etc
- Modeling
- Narrative Environments and Virtual Characters
- Networking (technical and social)
- New Genres, New Standards
- Novel Hardware Devices
- Pervasive Entertainment and Game-Playing
- Robots and Cyber Pets
- Simulation Applications of Games & Military Training
- Social Computing and Presence
- Sound and Music
- Sport and Entertainment
- Video Games
- Visual Media Engineering
- Wearable Computers and Sensors for Entertainment

Case Studies

Case studies are invited from any entertainment and edutainment application, including:

- Authoring
- Computer Games
- Cultural Heritage
- E-Commerce
- E-Learning
- Event-Marketing
- Home Entertainment
- Media System Design
- Service Robotics
- Video Games

Important Deadlines for Submission

March 20, 2004	Full Papers (max 12 pages)
April 10, 2004	Short Papers (max 6 pages) Posters & Demonstrations (max 4 pages)
May 1, 2004	Notification of Acceptance
June 1, 2004	Camera Ready Copy (CRC) for all submission categories.

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IFIP

INTERNATIONAL FEDERATION FOR INFORMATION PROCESSING

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