



I C E C 2 0 0 4

Preliminary program

[Updated 26th July 2004]

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

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Ryohei Nakatsu
IFIP SG16 Chair

IFIP SG16 Chair's Welcome



Welcome to the third International Conference on Entertainment Computing ICEC 2004. To address and discuss the most important topics of this newly born area of entertainment technologies it is important to build a good relationship between academia and industries, and to set up an international task force group. This was the main motivation that the International Federation for Information Processing (IFIP) General Assembly approved in August 2000 the setting up of the Entertainment Computing Specialist Group (SG16) under the auspices of IFIP and the Committee for Cooperation with Industries (CCI).

First of all, the major efforts of SG16 activities were directed toward demonstrating that the subject could be mature enough to attract the broad interest of ICT community. For this purpose a technical event, the first International Workshop on Entertainment Computing (IWEC), was planned and IWEC Steering Committee members were appointed.

In 2002 the first international workshop on entertainment computing (IWEC) was launched. IWEC 2002 was successfully held at Makuhari (Japan) on May 14-17, 2002. At IWEC 2002 were many high quality papers and several interesting technical demonstrations. In other words, evidences

that entertainment computing is already an important technical area. At IWEC 2002 we had an extended SG16 meeting, and it was agreed unanimously that the formation of a new technical committee (TC) on Entertainment Computing should be proposed formally to IFIP at the General Assembly at Montreal in 2002.

Based on the success of IWEC 2002, SG16 organised the next, second International Conference on Entertainment Computing (ICEC 2003), that was held on May 8-10, 2003 at the Entertainment Technology Centre at Carnegie Mellon University, Pittsburgh (USA). ICEC 2003 was also very successful.

To complete the first around the world cycle "Japan-USA-Europe", the third International Conference on Entertainment (ICEC 2004) will be held in Europe at the Technische Universiteit Eindhoven in September 1-3, 2004. Many people in the local committees have been working in the intervening months to create a conference that is in the spirit of previous ICECs but with a Dutch flavour.

Welcome to ICEC 2004. I hope that you enjoy the conference immensely, as well as your stay in The Netherlands. I look forward to meeting you in the first week of September 2004.



Matthias Rauterberg
ICEC conference chair



Jaap van den Herik
ICEC conference co-chair



Anton Nijholt
ICEC conference co-chair

Conference Chairs' Welcome



Welcome to ICEC 2004 at the Technical University of Eindhoven, The Netherlands. Eindhoven as biggest city in south Netherlands is quite old. Located along the important trading-route from Holland to Luik (Liege in Belgium) it was destined to flourish. It was chartered in 1232 after having existed as a village for many more years previously. Eindhoven rapidly became an industrial city of major importance. More than anything else, Philips made Eindhoven a big city. Eindhoven can be easily reached by plane (Eindhoven Airport), train (Inter-City connections) or car (several highways). Eindhoven is a major player in the high-tech region South Holland (Philips High tech Campus, ASML, OCE, and finally Technical University Eindhoven).

From all over the world, ICEC 2004 attracted 114 paper submissions (full papers, short papers, demo papers, and poster papers). Based on a thorough review and selection process done by 93 international experts from academia and industry as members of the program committee, a high quality program can be presented. Finally 27 full papers, 28 short papers, 18 poster papers, 3 demo papers, and in addition 3 keynote papers plus 3 specially invited topic papers are compiled and presented in this program. All session papers are allocated to one of the

following topics: (1) advanced interaction design; (2) art, design and media; (3) augmented, virtual and mixed reality; (4) computer games; (5) human factors of games; (6) intelligent games; (7) mobile entertainment; (8) sound and music; and (9) visual media engineering.

To make ICEC 2004 an outstanding event, we have to thank the following people who volunteer in the organization: Jacques Terken as review chair, Ben Salem as treasurer and chair of the organizing committee, as well all members of the different committees, in particular the long list of distinguished experts from all over the world in the scientific and industrial program committee. We would also like to thank the several sponsors, all cooperating societies, last but not least all researchers who submitted and will present their outstanding research results at ICEC 2004. We gratefully acknowledge their contributions, efforts and valuable inputs.

The ICEC 2004 conference is a very good opportunity for people from different backgrounds and expertises to discuss about the state of the art and future directions of Entertainment Computing. We cordially invite you to participate in the third International Conference on Entertainment Computing ICEC 2004 to be held on September 1-3, 2004 in Eindhoven, The Netherlands.

Legend:	9:00-10:00
Kx=Keynote talk,	
TPx=Topic talk,	10:00-10:30
Tx=Theme,	
Fx=Full paper per theme,	
Sx=Short paper per theme,	
Dx=Demo paper per theme,	10:30-12:30
Px=Poster paper per theme,	
Wx=Workshop presentation,	
Cx=Contest part;	12:30-13:30
[]=parallel session.	
Oral Presentation Time:	
Keynote = 50min presentation + 10min discussion,	13:30-15:30
Topic-, and Banquet-Talk = 30min presentation;	
Full-Paper = 20min presentation + 10min discussion,	
Short-, Demo-, and Poster-Paper =	
10min presentation+5min discussion.	15:30-16:00
	16:00-16:30

Timetable



Wednesday
September 1

Thursday
September 2

Friday
September 3

Opening, K1

K2

K3

coffee break
[poster, demo set up]

coffee break
[poster, system demo]

coffee break
[poster, system demo]

[T1: F1,F2,F3,F4]
[T2: F1,F2,F3,F4]

[T3: F1,F2,F3,F4]
[T4: F1,F2,F3,F4]

[T6: F1,F2,S1,S2,S3,S4]
[T7: F1,F2,S1,S2,P1,P2]

lunch break

lunch break

lunch break

[T1: F5,F6,S1,S2,D1]
[T2: S1,D1,D2,P1,P2,P3]
T5: S2,P1]

[T3: F5,S1,S2,S3,S4,S5,P1]
[T4: F5,S1,S2,S3,P1,P2,P3]
[poster, system demo]

[T1: S3
T8: S1,S2,S3,P1,P2,P3,P4]
[T9: F1,S1,S2,S3,P1,P2,P3]
[poster, system demo]

tea break
[poster, system demo]

tea break
[poster, system demo]

tea break
[poster, demo set off]

TP1

TP2

TP3

16:45-17:45
[W1,W2,W3,W4,W5,W6]
[poster, system demo]

16:30-18:30
[T5: F1,S3,P2]
[T5: F2,S1,S4]

16:30-16:45
Closing

17:45-20:00
[Welcome reception, diner]

19:00-22:00
Gala Banquet

19:00-22:00
Goodbye Reception

16:00-22:00
[C1][C2][C3][C4]

20:00-20:30
[B1]

17:00-19:00
IFIP SG16 meeting
(by invitation only)

Program



Keynote-1:

K1: "Ludic Engagement and Immersion as a Generic Paradigm for Human-Computer Interaction Design"

Abstract: Ludic systems are interactive media productions typically generalised under the heading of computer games, but actually integrating elements of game play, simulation or modeling, and narrative. The success of ludic systems lies in their highly effective modes of player engagement and immersion. Game play, simulation and narrative have their own respective forms of engagement and immersion that have often been overlooked in the development of models for human-computer interaction. As game systems become more ubiquitous, technical platforms will evolve to support more game-like interaction in general. This will facilitate the development of many applications having ludic engagement and immersion modes that dissolve some of the distinctions between work and play, providing the potential for alleviating tedium in many computer-based work tasks.

Craig LINDLEY
(Institution Technology, Art and New Media, Sweden)



Bio: Craig Lindley PhD 1997, MAppSc 1991, has an extensive scientific research background specialising in the areas of knowledge base systems, artificial intelligence, autonomous agents,

digital media systems, game design and believable expressive characters. He has a PhD in computing science, and has worked as a technical researcher, a technical R&D project leader and a project manager for many research projects conducted in collaboration with industry partners. Most of his research experience has been conducted while working for the Australian Commonwealth Scientific and Industrial Research Organisation (CSIRO). In recent years he has been involved in research on computer game forms, characterisation, narrative and believable agents in virtual environments, and has developed both 2D and 3D game engines. After recently working as the Research Manager within the Zero-Game Studio, an applied game research studio within the Interactive Institute in Sweden, he is now Professor of the Institution for Engineering, Art and New Media at the University of Gotland in Sweden.

Program

Keynote-2:

K2: "Building Better Systems for Learning and Training: Bringing the Entertainment Industry and Simulation Technology Together"

Abstract: In 1999, at the University of Southern California the Institute for Creative Technologies (ICT) was established. The ICT was intended to explore a question: what would happen if researchers who understood the technology of simulation and virtual reality worked in close collaboration with people from the entertainment industry who understood how to create compelling stories and engaging characters? What synergies would emerge? Would it be possible to create much more immersive simulation systems for training and learning? In the brief period since the opening of the ICT, we are starting to see the answers to these questions and understand the promise of this approach. In this keynote talk, I will describe some of the insights that have emerged from this collaboration, the major research efforts we have undertaken in areas such as graphics, artificial intelligence and sound, and the integrating virtual reality applications we have produced in areas such as training and leadership development.

William SWARTOUT
(Institute for Creative Technologies, United States)



Bio: William Swartout is Director of Technology for USC's Institute for Creative Technologies and a research associate professor of computer science at University of Southern California (USC), United States. He was formerly the

Director of the Intelligent Systems Division at the USC Information Sciences Institute. He received his Ph.D. and M.S. in computer science from MIT and his bachelor's degree from Stanford University. William Swartout has been involved in the research and development of artificial intelligence systems for over 25 years. His particular research interests include intelligent agents, immersive virtual reality, knowledge-based systems, knowledge representation, knowledge acquisition and natural language generation. Dr. Swartout is a Fellow of the American Association for Artificial Intelligence (AAAI), has been elected to the Board of Councilors of the AAAI and is past chair of the Special Interest Group on Artificial Intelligence (SIGART) of the Association for Computing Machinery (ACM).

Keynote-3:

K3: "Realization of Tai-chi Motion Using a Humanoid Robot"

Abstract: Even though in recent years research and development of humanoid robots has increased, the major topics of research generally focus on how to make a robot perform specific motions such as walking. However, walking is only one of the complicated motions humans can perform. For robots to play an active role in society as our partners, they must be able to simulate precisely various kinds of human actions. We chose tai-chi as an example of complicated human actions and succeeded in programming a robot to perform the 24 fundamental tai-chi actions.

Ryohei NAKATSU
(Kwansei Gakuin University, Japan)



Bio: Ryohei Nakatsu received his B.S., M.S. and Ph.D. degrees in electronic engineering from Kyoto University in 1969, 1971 and 1982, respectively. After joining NTT in 1971, he mainly worked on speech recognition technology. Between 1994 and 2002, he has been with ATR (Advanced Telecommunications Research Institute) and was the president of the ATR Media Integration & Communications Research Laboratories. Since 2002 he is full professor at Kwansei Gakuin University. His research interests include emotion extraction from speech and facial images, emotion recognition, nonverbal communications, and integration of multi-modalities in communications. He is a member of the IEEE, the Institute of Electronics, Information and Communication Engineers Japan (IEICE-J), as well as the Acoustical Society of Japan.

Program

Topics

Topic-1:

TP1: "Game Intelligence: From Animal Play Behavior to Entertainment Computing"
Bönsch-Kauke, Marion (*Berlin, Germany*)



Topic-2:

TP2: "New Behavioural Approaches for Virtual Environments"
Cavazza, Marc (*University of Teesside, United Kingdom*)



Topic-3:

TP3: "Effects of Violent Video Games on Aggressive Behavior, Helping Behavior, Aggressive Thoughts, Angry Feelings, and Physiological Arousal"
Bushman, Brad (*University of Michigan, United States*)



Banquet Speaker:

B1 "RoboCup: Robot Soccer World Cup"
Matsubara, Hitoshi (*Future-University Hakodate, Japan*)



Theme-T1: Advanced Interaction Design

- F1: “Kuru-kuru Pitcher”: A Game for the Schaire Internet Chair
Adachi, Kazuya; Cohen, Michael; Duminduwardena, Uresh; Kanno, Kayoko (University of Aizu, Japan)
- F2: Fun and Sports: Enhancing the Home Fitness Experience
Ijsselsteijn, Wijnand; de Kort, Yvonne; Westerink, Joyce; de Jager, Marko; Bonants, Ronald (Technische Universiteit Eindhoven, Philips Research, Netherlands)
- F3: Manipulating Multimedia Contents with Tangible Media Control System
Oh, Sejin; Woo, Woontack (KJIST, Republic of Korea)
- F4: “Tangible Influence”: Towards a New Interaction Paradigm for Computer Games
Vala, Marco; Paiva, Ana; Prada, Rui (INESC-ID, IST, Portugal)
- F5: Computer Supported Collaborative Sports: Creating Social Spaces Filled with Sports Activities
Wulf, Volker; Moritz, Eckehard; Henneke, Christian; Al-Zubaidi, Kanan; Stevens, Gunnar (University of Siegen, Germany)
- F6: Optical-flow-driven Gadgets for Gaming User Interface
Zivkovic, Zoran (University of Amsterdam, Netherlands)
- S1: The Human-Information Workspace (HI-Space): Ambient Table Top Entertainment
Cowell, Andrew; May, Richard; Cramer, Nick (Pacific Northwest National Lab, United States)
- S2: Game-Driven Intelligent Tutoring Systems
Gomez-Martin, Marco; Gomez-Martin, Pedro; Gonzalez-Calero, Pedro (Universidad Complutense de Madrid, Spain)
- S3: Practice! YUBIMOJI AIUEO for Japanese Hand Language Learning
Terano, Takao; Kusunoki, Fusako; Harada, Yasushi; Namatame, Miki (University of Tsukuba, Tama Art University, Japan)
- D1: The Bush Telegraph: Networked Cooperative Music Making
Berry, Rodney; Makino, Mao; Hikawa, Naoto; Suzuki, Masami (ATR Media Information Science Lab, Japan)

Program

Theme-T2: Mobile Entertainment

- F1: Networked Mobile Gaming for 3G-Networks
Akkawi, Amjad; Schaller, Sibylle; Wellnitz, Oliver; Wolf, Lars (NEC, Germany)
- F2: Mobile Games for Training Tactile Perception
Evreinov, Grigori; Evreinova, Tatiana; Raisamo, Roope (University of Tampere, Finland)
- F3: Emotionally Loaded Mobile Multimedia Messaging
Saari, Timo; Turpeinen, Marko; Laarni, Jari; Ravaja, Niklas; Kallinen, Kari (M.I.N.D. Lab, CKIR, Finland)
- F4: "Why is everyone inside me?!" Using Shared Displays in Mobile Computer Games
Sanneblad, Johan; Holmquist, Lars Erik (Viktoria Institute, Sweden)
- S1: Associated Emotion and its Expression in an Entertainment Robot QRIO
Tanaka, Fumihide; Noda, Kuniaki; Sawada, Tsutomu; Fujita, Masahiro (Sony Corporation, Japan)
- D1: Position-Aware IEEE 802.11b Mobile Video Services
Asorey-Cacheda, Rafael; Gonzalez-Castaño, Francisco; Costa-Montenegro, Enrique; López-Cabido, Ignacio; Gómez-Tato, Andrés; Pérez-Gómez, José Carlos (Universidad de Vigo, Spain)
- D2: A Human-Pet Interactive Entertainment System over the Internet
Lee, Shang Ping; Farbiz, Farzam; Cheok, Adrian David (National University of Singapore, Singapore)
- P1: Developing and Evaluating Mobile Entertainment Applications: the Case of the Music Industry
Koutsouris, Vasilios; Vlachos, Pavlos; Vrechopoulos, Adam (Athens University of Economics and Business, Greece)
- P2: An Entertaining Way to Access Web Content
Poretti, Giacomo; Sollberger, Alberto (3D-Enter SA, Switzerland)
- P3: Design of an Interface for Technology Supported Collaborative Learning - the RAFT Approach
Terrenghi, Lucia; Specht, Marcus; Stefaner, Moritz (Fraunhofer FIT, Germany)

Theme-T3: Augmented, Virtual and Mixed Reality

- F1: Interactive Props and Choreography Planning with the Mixed Reality Stage
Broll, Wolfgang; Gruenvogel, Stefan; Herbst, Iris; Lindt, Irma; Maerker, Martin; Ohlenburg, Jan; Wittkaemper, Michael (Fraunhofer FIT, Germany)
- F2: The Interactive and Multi-Protagonist Film: A Hypermovie on DVD
Melzer, André; Hasse, Sebastian; Jeskulke, Oliver; Schön, Inga; Herczeg, Michael (University of Luebeck, Germany)
- F3: Apply Social Network Analysis and Data Mining to Dynamic Task Synthesis for Persistent MMORPG Virtual World
Shi, Larry; Huang, Weiyun (Georgia Institute of Technology, United States)
- F4: How Realistic is Realism? Considerations on the Aesthetics of Computer Games
Wages, Richard; Gruenvogel, Stefan; Gruetzmacher, Benno (NOMADS Lab, Germany)
- F5: Read-It: A Multi-Modal Tangible Interface for Children Who Learn to Read
Weevers, Ivo; Sluis, Wouter; van Schijndel, Claudia; Fitrianie, Siska; Kolos-Mazuryk, Lyuba; Martens, Jean-Bernard (Technische Universiteit Eindhoven, Netherlands)
- S1: Exploiting Films and Multiple Subtitles Interaction for Casual Foreign Language Learning in the Living Room
Bayon, Victor (Fraunhofer IPSI, Germany)
- S2: CLOVES: a Virtual World Builder for Constructing Virtual Environments for Science Inquiry Learning
Cho, Yongjoo; Park, Kyoung Shin; Moher, Thomas; Johnson, Andrew; Chang, Juno; Whang, Min Cheol; Lim, Joa Sang; Rhee, Dae-Woong; Kang Park, Ryoung; Park, Hung Kook (Sangmyung University, Republic of Korea)
- S3: SEITV - Interactive Multimedia Leisure/Educational Services for Digital TV in MHP
Flórez, Julián; García, Igor; Aizpurua, Iker; Paloc, Céline; Ugarte, Alejandro; Jainaga, Igor; Colet, Jesús; Zubiaur, Xabier (Visual Communication Technologies, Spain)
- S4: Tangible Augmented Reality Modeling
Park, Ja Yong; Lee, Jong Weon (Sejong University, Republic of Korea)
- S5: Human Body Tracking for Human Computer Intelligent Interaction
Park, Jong-Seung; Lee, Sang-Rak (University of Incheon, Republic of Korea)
- P1: A Graphical System for Interactive Rendering of Objects in an Augmented Reality Scenery
Berner, Uwe; Braun, Norbert; Kolebinova, Sofia (Technical University of Darmstadt, Germany)

Program

Theme-T4: Computer Games

- F1: TEAM: The Team-oriented Evolutionary Adaptability Mechanism
Bakkes, Sander; Spronck, Pieter; Postma, Eric (Universiteit Maastricht, Netherlands)
- F2: Size Variation and Flow Experience of Physical Game Support Objects
Feijs, Loe; Peters, Peter; Eggen, Berry (Technische Universiteit Eindhoven, Netherlands)
- F3: Enhancing the Performance of Dynamic Scripting in Computer Games
Spronck, Pieter; Sprinkhuizen-Kuyper, Ida; Postma, Eric (Universiteit Maastricht, Netherlands)
- F4: Open-Source Game Development with the Multi-User Publishing Environment (MUPE) Application Platform
Suomela, Riku; Räsänen, Eero; Koivisto, Ari; Mattila, Jouka (Nokia Research Center, Finland)
- F5: Player-Centered Game Environments: Assessing Player Opinions, Experiences and Issues
Sweetser, Penelope; Johnson, Daniel (University of Queensland, Australia)
- S1: An Application of Game-Refinement Theory to Mah-Jong
Iida, Hiroyuki; Takahara, Kazuhisa; Nagashima, Jun; Kajihara, Yoichiro; Hashimoto, Tsuyoshi (Shizuoka University, Japan)
- S2: The Design and Implementation of Multi-player Card Games on Multi-user Interactive Tabletop Surfaces
Patel, Shwetak; Bunch, John; Forkner, Kyle; Johnson, Logan; Johnson, Tiffany; Rosack, Michael; Abowd, Gregory (Georgia Institute of Technology, United States)
- S3: Entertainment Feature of the Computer Game Using a Biological Signal to Realize a Battle with Oneself
Sakurazawa, Shigeru; Munekata, Nagisa; Yoshida, Naofumi; Tsukahara, Yasuo; Matsbara, Hitoshi (Future University-Hakodate, Japan)
- P1: AI-the Missing Link in Digital Game Interface Design?
Charles, Darryl; Livingstone, Daniel (University of Ulster, United Kingdom)
- P2: Engaging Game Characters: Informing Design with Player Perspectives
Drennan, Penelope; Viller, Stephen; Wyeth, Peta (University of Queensland, Australia)
- P3: Emergent Stories in Massively Multiplayer Online Games: Using Improvisational Techniques to Design for Emotional Impact
Harger, Brenda; Jimison, David; Myers, Eben; Smith, Ben; Tellerman, Shanna (Carnegie Mellon University, United States)

Theme-T5: Art, Design and Media

- F1: Live Role-Playing Games: Implications for Pervasive Gaming
Falk, Jennica; Davenport, Glorianna (Interactive Institute, Sweden)
- F2: Animating Conversation in Online Games
Vilhjalmsson, Hannes Högni (USC Information Sciences Institute, United States)
- S1: From Artistry to Automation: A Structured Methodology for Procedural Content Creation
Roden, Timothy; Parberry, Ian (University of North Texas, United States)
- S2: Commedia Virtuale: Theatre Inspiration for Expressive Avatars
Salem, Ben (Technische Universiteit Eindhoven, Netherlands)
- S3: Take the Money and Run? An Ethical Approach to the Relation between Game Research and Game Industry
Sicart, Miguel (IT University of Copenhagen, Denmark)
- S4: Moved by Movements: How Character Movements Cue Us to Form Specific Genre and Affective Impressions
Visch, Valentijn (Vrije Universiteit Amsterdam, Netherlands)
- P1: Improvisation in Theatre Rehearsals for Synthetic Actors
Meyer, Tony; Messom, Chris (Massey University, New Zealand)
- P2: Enjoyment and Entertainment in East and West
Rauterberg, Matthias (Technische Universiteit Eindhoven, Netherlands)

Program

Theme-T6: Sound and Music

- F1: iFP: A Music Interface Using an Expressive Performance Template
Katayose, Haruhiro; Okudaira, Keita (Kwansei Gakuin University, Japan)
- F2: Sound Pryer: Adding Value to Traffic Encounters with Streaming Audio
Östergren, Mattias (Interactive Institute, Sweden)
- S1: Harmonics Table: An Audiovisual Expression of Group Interaction on a Sensing Table
Hwang, Sangwoong; Park, Hyunchul; Yang, Chansuk; Lee, Manjai (Information and Communications University, Republic of Korea)
- S2: Hello-Fish: Interacting with Pet Fishes through Animated Digital Wallpaper on a Screen
Jang, Sunyeon; Lee, Manjai (Korean Information and Communications University, Republic of Korea)
- S3: Background Music Generation Using Music Texture Synthesis
Yoo, Min-Joon; Lee, In-Kwon; Choi, Jung-Ju (Yonsei University, Republic of Korea)
- S4: A Progressive Sounding Object Model in Virtual Environment
Zhang, Qiong; Chen, Taiyi (Zhejiang University, China)

Theme-T7: Human Factors in Games

- F1: Towards a Framework for Design Guidelines for Young Children's Computer Games
Barendregt, Wolmet; Bekker, Mathilde (Technische Universiteit Eindhoven, Netherlands)
- F2: Social Translucence of the Xbox Live Voice Channel
Gibbs, Martin; Hew, Kevin; Wadley, Greg (The University of Melbourne, Australia)
- S1: Artifact-based Human-Computer Interface for the Handicapped
Kim, Ki-Hong; Kim, Hong-Kee; Son, Wook-Ho (ETRI, Republic of Korea)
- S2: A Home Page is Where the Heart Is: Using Games Based Design Techniques to Enhance Contact Centre Interfaces
Millard, Nicola; Buckley, Paul; Skinner, Faye; Venousiou, Rosita (BT Exact, United Kingdom)
- P1: Avoiding Average: Recording Interaction Data to Design for Specific User Groups
Fine, Nick; Brinkman, Willem-Paul (Brunel University, United Kingdom)
- P2: Physiological Response to Games and Non-Games: a Contrastive Study
Oertel, Karina; Fischer, Gösta; Diener, Holger (Fraunhofer Institute for Computer Graphics, Germany)

Program

Theme-T8: Visual Media Engineering

- S1: Automatic Visual Data Management System
Lee, Jae-Ho; Park, Sung-Hoon; Choi, Young-Jin; Kim, Whoi-Yul (Hanyang University, Republic of Korea)
- S2: Development of Extemporaneous Performance by Synthetic Actors in the Rehearsal Process
Meyer, Tony; Messom, Chris (Massey University, New Zealand)
- S3: An Efficient CLOD Method for Large-Scale Terrain Visualization
Shin, Byeong-Seok; Choi, Ei-Kyu (Inha University, Republic of Korea)
- P1: Integrating Ideas about Invisible Playgrounds from Play Theory into Online Educational Digital Games
Charles, Darryl; McAlister, Moira (University of Ulster, United Kingdom)
- P2: EffecTV: a Real-time Software Video Effect Processor for Entertainment
Fukuchi, Kentaro; Mertens, Sam; Tannenbaum, Ed (The University of Electro-Communications, Japan, USA)
- P3: Web-based Tool for Analyzing Emotions Through Images and Generating Music Therapy System
Kim, Taesik; Kim, Hyeyoung (Keimyung University, Republic of Korea)
- P4: Turning Photo Annotating Tasks into Instant Messaging Fun: Prototyping, User Trials and Roadmapping
Qian, Yuechen; Feijs, Loe (Technische Universiteit Eindhoven, Netherlands)

Theme-T9: Intelligent Games

- F1: Probabilistic Opponent-Model Search in Bao
Donkers, Jeroen; van den Herik, Jaap; Uiterwijk, Jos (Universiteit Maastricht, Netherlands)
- S1: Agent Wars with Artificial Immune Systems
Leen, Gayle; Fyfe, Colin (University of Paisley, United Kingdom)
- S2: MMOG Player Classification Using Hidden Markov Models
Matsumoto, Yoshitaka; Thawonmas, Ruck (Ritsumeikan University, Japan)
- S3: Expanding Spheres: A Collision Detection Algorithm for Interest Management in Networked Games
Morgan, Graham; Storey, Kier; Lu, Fengyun (Newcastle University, United Kingdom)
- P1: Electronic Augmentation of Traditional Board Games
de Boer, Clim; Lamers, Maarten (Leiden University, Netherlands)
- P2: Strategy Selection in Games using Co-Evolution between Artificial Immune Systems
MacDonald, Donald; Fyfe, Colin (University of Paisley, United Kingdom)
- P3: Level of Detail Modelling in a Computer Game Engine
Ramos, Francisco; Chover, Miguel (University Jaume I, Spain)

Program

Workshop “Modelling and Playing Computer Games”

Short Presentations (10 min each)

16:45-17:45

- W1: How to model and play Superchess
Henk van Haeringen (Delft University of Technology, Netherlands)
- W2: Chess: Why six different types of pieces are optimal
Jaap van den Herik (Universiteit Maastricht, Netherlands)
- W3: ARIMAA – Why its rules are better for humans than for computers
David Fotland (Smart Games, United States)
- W4: Strategy and evaluation in LOA
Mark Winands (Universiteit Maastricht, Netherlands)
- W5: How I played LoA in the Mind Sports Olympiad
Fred Kok (Former MSO champion LOA, Netherlands)
- W6: The Attractiveness of Asian Games
Hiroyuki Iida (Shizuoka University, Japan)

Program

Contests

16:00-19:00 & 19:30-22:00

C1: Superchess Tournament

Organizer: Henk van Haeringen (Netherlands)

Human Player: (eight to twelve participants to be confirmed)

18:00-22:00

C2: Chess Contest

Organizer: Jaap van den Herik (Netherlands)

Human Player: Loek van Wely (International Grandmaster, Dutch Champion)

Computer Program: Deep Junior (World Computer Chess Champion Program)

19:00-21:00

C3: ARIMAA contest

Organizer: Jeroen Donkers (Netherlands)

Human Player: Christ-Jan Cox (Netherlands)

Computer Program by David Fotland (United States)

20:00-22:00

C4: "Lines of Actions" (LOA) contest

Organizer: Mark Winands (Netherlands)

Human Player: Fred Kok (former Mind Sport Olympiad champion)

Computer Program: MIA IV++ by Mark Winands

International Grandmaster and Dutch Champion:

C2 Chess Contest

Loek van Wely (*The Netherlands*)



Conference Organization



Steering Committee

Marc Cavazza	(University of Teeside, United Kingdom)
Takahiko Kamae	(Laboratories of Image Science and Technology, Japan)
Don Marinelli	(Carnegie Mellon University, United States)
Ryohei Nakatsu	(Kwansei Gakuin University, Japan)
Matthias Rauterberg	(Technische Universiteit Eindhoven, Netherlands)
Andy Sloan	(University of Wolverhampton, United Kingdom)

Chair

Matthias Rauterberg	(Technische Universiteit Eindhoven, Netherlands)
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Co-Chairs

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Anton Nijholt	(University of Twente, Netherlands)

Review-Chair

Jacques Terken	(Technische Universiteit Eindhoven, Netherlands)
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Secretary:

Helen Maas-Zaan (Technische Universiteit Eindhoven, Netherlands)

Martine Tiessen (Universiteit Maastricht, Netherlands)

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Ben Salem (Technische Universiteit Eindhoven, Netherlands)

Design:

Christoph Bartneck (Technische Universiteit Eindhoven, Netherlands)

Rik Runge (Technische Universiteit Eindhoven, Netherlands)

Student volunteers:

Thomas Visser (chair); Erik van Alphen; Willeke van de Linden; Serge Offermans; Joep van Poppel; Dick Rutten; Linda Valk, (Technische Universiteit Eindhoven, Netherlands)

Conference Organization

About IFIP SG16



Aims & Scopes

A new Technical Committee (TC) on Entertainment Computing was proposed to IFIP (approval pending) in the following way:

TC Title:

Entertainment Computing

Aims:

To encourage computer applications for entertainment and to enhance computer utilization in the home, the technical committee will pursue the following aims:

- to enhance algorithmic research on board and card games
- to promote a new type of entertainment using information technologies
- to encourage hardware technology research and development to facilitate implementing entertainment systems, and
- to encourage non-traditional human interface technologies for entertainment.

Scopes:

- Algorithm and strategy for board and card games (algorithms of board and card games; strategy control for board and card games; level setup for board and card games).
- Novel entertainment using ICT (network-based entertainment; mobile entertainment; location-based entertainment; mixed reality entertainment).
- Audio (music informatics for entertainment; 3D audio for entertainment; sound effects for entertainment).

- Entertainment human interface technologies (haptic and non-traditional human interface technologies; mixed reality human interface technologies for entertainment).
- Entertainment robots (ICT-based toys; pet robots; mental commit robots; emotion model and rendering technologies for robots).
- Entertainment systems (design of entertainment systems; entertainment design toolkits; authoring systems).
- Theoretical aspects of entertainment (sociology, psychology and physiology for entertainment; legal aspects of entertainment).
- Video game and animation technologies (video game hardware and software technologies; video game design toolkits; motion capture and motion design; interactive story telling; digital actors and emotion model).
- Interactive TV and movies (multiple view synthesis; free viewpoint TV; authoring technologies).
- Edutainment (entertainment technologies for children's education; open environment entertainment robots for education).

Members: As first members of this TC, Ryohsei Nakatsu is named as chair (contact: nakatsu@ksc.kwansei.ac.jp), Matthias Rauterberg as vice-chair, and Claudio Pinhanez as secretary.

About IFIP SG16

Activities & Publications

TC Activities: Already the third International Conference on Entertainment Computing (ICEC) was organized. The next ICEC will be held in 2005 in Japan. SG16 became a sponsor of the international 10th Advances in Computer Games Conference (ACG-10), that was held on November 2003 at Graz, Austria. Two panel sessions have been organized: (1) at IFIP TC13 INTERACT conference in 2001 (Japan), and (2) at IFIP World Computer Congress in 2002 (Canada). An additional Topical Day "Virtual Realities and New Entertainment" will be held at IFIP World Computer Congress in August 2004 (France).

TC publications: Ryohei Nakatsu and Junichi Hoshino (2003, eds.). Entertainment Computing, Kluwer Academic Publishers. Don Marinelli (2003,ed.) ICEC 2003-Entertainment Computing, selected papers, ACM Digital Library. Matthias Rauterberg (2004, ed.). ICEC 2004-Entertainment Computing, Lecture Notes in Computer Science, Vol. 3166, Springer Verlag.

WG16.1 Digital Storytelling (chair: Marc Cavazza)

WG16.2 Entertainment Robot (chair: Hitoshi Matsubara)

WG16.3 Theoretical Basis of Entertainment (chair: Matthias Rauterberg)

Anyone who is interested in active participation in one of the working groups is kindly invited to contact one of the WG chairs.

About IFIP SG16

Social Program



City & Restaurants

Eindhoven the Dutch 'City of Lights'.

Eindhoven, fifth city of the Netherlands, differs from ordinary towns in many ways. From small provincial town Eindhoven has expanded into a modern, commercial, and industrial center. Eindhoven also has much greenery. Just a few minutes from the city center you will find the beautiful natural scenery. Countless biking and walking routes lead you through beautiful areas from right at the doorsteps of the city center to the countryside and further to Belgium.

General Restaurants:

- *Brasserie-Bar "The Bottle-neck"*
Veldmaarschalk Montgomerylaan 1
T (040) 235 82 35
3 course meal from € 20
 - *Grand café Berlage*
Kleine Berg 16
T (040) 245 74 81
3 course menu's from € 20
 - *Grand café Centraal*
Markt 8
T (040) 245 26 89
 - *Hoogste tijd*
Vrijstraat 38
T (040) 296 24 88
 - *Porter House*
Veldmaarschalk Montgomerylaan 1
T (040) 235 82 35
Approx buffet € 20
- ### **Italian Restaurants:**
- *La Grotta Azzurra*
Dommelstraat 15
T (040) 244 84 87
3 course menu's from € 20
 - *Pizzeria Pisa*
Kruisstraat 131
T (040) 244 55 91
3 course menu's from € 15

Asian Restaurants:

- *Oriental Green House*
Aalsterweg 281
T (040) 293 05 20
3 course menu's from € 30
- *The Mandarin*
Geldropseweg 17
T (040) 212 12 25
6 course menu's from € 25
- *Yokohama*
Stationsplein 11
T (040) 246 55 91
3 course menu's from € 20

French Restaurants:

- *Belvéd'air*
Luchthavenweg 15
T (040) 252 65 46
3 course menu's from € 25
- *Bistro le Monastère*
Kloosterdreef 104
T (040) 243 26 67
3 course menu's from € 30
- *De Vooruitgang*
Markt 11
T (040) 243 39 95
3 course menu's from € 20

Social Program

Nightlife & Cinemas

In the center of Eindhoven there are five different areas where people go out, each with its own atmosphere and character. De Markt is the most centrally located, and from there it is only a few minutes' walk to other areas.

Opening hours: In Eindhoven the pubs are opened until 04.00 hours on Fridays and Saturdays. On other days they close at 02.00 hours.

De Markt

In a central position in the heart of the city is the Markt, where in fine weather, the terraces are immediately full. Here, you mainly find "Grand cafés" where you can eat, drink and swing.

Stationsplein

Opposite central station is Stationsplein. With its restaurants, "Grand cafés", trendy dancing bars and terraces, this is an example of an area that is made for going out. There are more pubs, bars, pleasant eating places and restaurants in Dommelstraat (side-street off Stationsplein), the venue 'De Effenaar' and the 'Liquid' club are also situated here.

Stratumseind

Want to go on a pub-crawl? The Stratumseind is extraordinarily suited to this. This is the street with the most bars in the whole of the Netherlands! Here, there are more than 40 bars and various eating places which are also open at night.

De Bergen

'De Bergen' is a piece of old Eindhoven which is still in reasonably original condition. The pleasant bars and restaurants on the 'Kleine Berg' are popular with the more artistic members of the public. It is a few minutes' walk through the narrow streets to Wilhelminaplein.

Wilhelminaplein

In this characteristic square there are authentic brown bars, terraces and live-performances. In summer, open-air performances are regularly organized. Every Sunday afternoon and Monday evening stunning live performances are given at café Wilhelmina. The 'De Gaper' bar has some 200 different sorts of whisky.

Cinemas

Three large cinemas in the city center offer the popular films:

- Euro Cinema - Keizersgracht 19
- Pathé Cinema - Dommelstraat 27
- Rembrandt Minerva Theatre - Vrijstraat 44-48

For classics, French, Italian and out-of-the-ordinary films:

- Plaza Futura - Leenderweg 65

Social Program

Museums

Van Abbemuseum - Bilderdijklaan 10 - The Van Abbemuseum is one of the leading museums for modern and contemporary art. The impressive collection includes works of Picasso, Chagall, Kandinsky, El Lissitzky, Theo van Doesburg, Mondriaan and Appel. January 2003 the completely renovated museum opened its doors again. The existing building has been expanded and provides four times as much exhibition space.

Philips first Incandescent Lamp Factory of 1891 - Emmasingel 31 - Experience the atmosphere of the 19th century during a tour at the first and oldest Philips factory building right in city centre. See with your own eyes how light bulbs used to be made in that period (1891). Guided tours: Wed. till Sat. at 14.00 and 15.00 h. and upon request.

Artificial Light in Art Centre 'Kunstlicht in de kunst' - Emmasingel 31 - A unique collection of paintings and sculptures with artificial light as the central theme. You only realise after a visit to this center what the part of artificial light is in everyday life, now and in the past. 600 works are on permanent exhibition and at the same time, temporary exhibitions are held regularly. The museum is housed in the very first Philips Incandescent Lamp factory. Opening hours: Wed till Sat 12.00 - 16.00h.

DAF Museum - Tongelresestraat 27 - 120 historic DAF-cars, trucks, rally cars and delivery vans with full explanation.

Museum Kempenland - St. Antoniusstraat 5-7 - This museum shows the cultural history of Eindhoven and the region, Brabant painting, photography and fine sculpture from the 19th and 20th centuries.

Art galleries & Exhibitions - Free art gallery brochure is available at the VVV Tourist Shop (in front of the main train station).

General Conference Information



Internet Access

At this stage we are making arrangement for internet points. So far we have confirmed arrangements for an Internet café like facility. Available for the duration of the conference.

Access for People with Disabilities

TU/e buildings are connected via walkways and elevators, making the TU/e an easily accessible university for the handicapped.

Bank and Currency Exchange

Only the currency Euro is accepted in shops, bars and restaurants. Cards bearing the sign MAESTRO are also widely accepted. Credit cards bearing the sign MASTER-CARD are accepted for large transactions. VISA cards and AMERICAN EXPRESS cards are not that much accepted. Bear in mind that shops, especially supermarkets and small shops will only accept cash or MAESTRO. Cash machines are widely distributed around the city. It is advisa-

ble to carry at least € 40 with you. There is a cash dispenser (ATM) on the TU/e campus (ground floor, main building HG). The closest bank is 10 minutes walk from the campus (main railway station).

Tipping

Value added TAX and service charges are included in hotel, restaurant, shopping bills and taxi fares. Tips for extra service are always appreciated but not necessary. It is customary to give taxi drivers and waiters a tip of about 10 percent. A lavatory attendant is usually tipped € 0.10 or € 0.20. Tipping is not compulsory in the Netherlands, but rounding up the bill is always appreciated in taxis, restaurants and pubs with table or pavement service. If you're eating out in a group, it is common to split the bill, but don't suggest 'going Dutch' as the expression is unknown here.

Welcome Reception and Diner, Goodbye Reception

The reception will take place at the conference site (Auditorium, Senat Hall and coffee break area).

Gala Banquet

The gala banquet will take place at the PSV Philips Football Stadium, Frederiklaan 10a, 5616 NH Eindhoven [tel: +31 (0)413 318311], main entrance no. 8, in the "Guus Hiddink"-room, second floor (follow signs). The PSV Philips Stadium is at a ten minutes walking distance from central railway station and at a 20 minutes walking distance from the conference site. You can also take bus 16, direction 'Veldhoven Zonderwijk' or bus 17, direction 'Veldhoven 't Look'. Get out at the bus stop 'Mathildelaan'. Etiquette: smart casual.

General Conference Information

Conference Secretariat

ICEC 2004
Mrs Nora Tonnaer
TU Eindhoven,
Dept. of Industrial Design

PO Box 513
5600 MB Eindhoven
The Netherlands

Den Dolech 2
5612 AZ Eindhoven
The Netherlands

Tel: +31 40 247 2394;
Fax: +31 40 247 5376;
Email: n.h.tonnaer@tue.nl

A conference direct telephone number for registration, urgencies and information will be published in the final program.

Registration

A registration and information desk will be open from 31 August 12:00p.m. until 3 September 5:00p.m. at the conference venue Auditorium (AUD) building within the campus of the Technische Universiteit Eindhoven (TU/e). The registration desk is located on floor 1 of the Auditorium. Please follow the signs. A message board will be available in front of the registration desk.

An online registration site (<http://icec04.eveni.com/>) is available that accept MASTERCARD and VISA. If you have no electronic account yet, please first create your own account in the Eveni Conference Management System (<http://icec04.eveni.com/>) to be able to continue with your online registration process.

Registration Fees

Standard rate (June 15 till August 22, 2004):

- € 630: full paying member of a cooperating society or sponsor organization [valid membership identification required]
- € 750: any other participant
- € 200: student [valid copy of the student identification card required]

The registration fee includes: Full paying members and non-members will be entitled to the followings:

Access to all conference sessions; daily lunch; daily coffee/tea break sessions; Special welcome reception incl. diner; Conference proceedings hardcopy book; Gala diner banquet, Goodbye reception.

Students will be entitled to the following:

Access to all conference sessions; daily lunch; daily coffee/tea break sessions; Special welcome reception incl. diner, Goodbye reception.

General Conference Information

Onsite Registration Fees

See ICEC website at <http://www.icec.id.tue.nl/registration.php>

Extras

The following items are available for participants or their companions:

- € 10: T-shirt
- € 70: conference proceedings hardcopy book
- € 90: ticket for gala dinner banquet
- € 10: ticket for chess contest

Exhibitor

For exhibitors a booth size 3x2 meters (incl. a desk, a chair and a 220V power plug) can be reserved. The whole exhibition area is directly in front of the coffee break. Costs per booth € 500 (excl VAT) for three days (includes free access to all conference sessions, coffee breaks, and lunch for one exhibitor; additional exhibitors have to register to the conference).

Cancellation Policy

A 50% refund will only be made for cancellations made in writing and received by the secretariat on or before 31 July 2004. After this date no refund can be provided. Authors of a proceedings paper are excluded from refunds. Approved refunds will only be made after the conference. Any other refund will be made at the sole discretion of the organizer.

Disclaimer

Neither the organizer nor its employees or any other party involved in the organization of this conference shall be liable in The Netherlands or elsewhere to the registered participant in contract, tort or otherwise except as expressly stated in the registration form.

General Conference Information

Address TU/e

Technische Universiteit Eindhoven (TU/e)
Den Dolech 2,
5612 AZ Eindhoven
The Netherlands
Tel. +31 40 247 9111

The Technische Universiteit Eindhoven campus is in the centre of Eindhoven. The compact green campus not only houses university buildings, but sports facilities and a student center as well. Most buildings are connected via walkways, making the TU/e one of the most easily accessible universities for the handicapped.

By plane: Eindhoven Airport is a small international airport with good connecting flights to airport Schiphol at Amsterdam, and in addition direct flights to Londen Heathrow, Londen Stansted, Parijs Charles de Gaulle, Hamburg, Barcelona Girona, and Istanbul.

By train: Eindhoven Central Station, take the stairs down from the platform and turn to your right to take the exit on the north side at the bus station. Walk for about 100 meters (in the direction of the Rabobank) and take the first turn to the right. After that cross the street at the second traffic light (VGZ building) and within a few minutes walk, you will see the university buildings on your right hand.

By car: From all motorways to and around Eindhoven (A2, A50, A58, A67 en A270) follow the road signs with 'Centrum' until 'Universiteit' is indicated. There is sufficient parking space on campus.

Accommodation

The following hotels in Eindhoven offer a special discount for ICEC 2004 attendees:

Queen Hotel - Markt 7 - 5611 EB
Tel. +31-40-2452480; Fax +31-40-2968888
info@queeneindhoven.nl
www.queeneindhoven.nl

Hampshire Inn - Stratumsewijk 23d - 5611 NA
Tel. +31-40-2121330; Fax. +31-40-2116593
info@hampshire-eindhoven.nl
www.hampshire-eindhoven.nl

Crown Hotel - Vestdijk 14-16 - 5611 CC
Tel. +31-40-8444000; Fax. +31-40-8444001
info@crownhotel.nl
www.crownhotel.nl

Holiday Inn - Veldmaarschalk Montgomer-
yalaan 1 - 5612 BA
Tel. +31-40-2433222; Fax. +31-40-2449235;
Call tollfree: +31 800 0221155
reservations.eindhoven@ichotelsgroup.com
www.eindhoven.holiday-inn.com

[for more information see: <http://www.icec.id.tue.nl/location.php>]

General Conference Information

Maps



General Conference Information



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