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Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-8211 ; ; 178
Disciplina	006.7
Soggetti	Multimedia systems User interfaces (Computer systems) Artificial intelligence Application software Education—Data processing Optical data processing Media Design User Interfaces and Human Computer Interaction Artificial Intelligence Computer Applications Computers and Education Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Designing collaborative games for children education on sustainable development -- Towards Serious Gaming for Communication Training – A Pilot Study with Police Academy Students -- A Serious Game for Learning Social Networking Literacy by Flaming Experiences -- Game@School. Teaching through Gaming and Mobile-based Tutoring Systems Interaction technologies -- Exploring User-Defined Gestures and Voice Commands to Control an Unmanned Aerial Vehicle -- Monitoring Interactions -- Hold me Tight: A Tangible Interface for

Mediating Closeness to Overcome Physical Separation -- Analyzing Fear Using a Single-Sensor EEG Device Persuasion and motivation -- Design of an Adaptive Persuasive Mobile Application for Stimulating the Medication Adherence -- Interactive Advertisements in an IoT Era Exertion games -- Cooperative Tetris: the Influence of Social Exertion Gaming on Game Experience and Social Presence -- Distributed Embodied Team Play, a Distributed Interactive Pong Playground -- A Throw Training System Utilizing Visual and Sound Effects -- Play with Me! Gender-Typed Social Play Behavior Analysis in Interactive Tag Games -- Deep learning for classifying Battlefield 4 players -- Do Warriors, Villagers and Scientists Decide Differently? -- The Impact of Role on Message Framing -- The Effect of Gender, Native English Speaking, and Age on Game Genre Preference and Gaming Motivations -- Measuring Affective, Physiological and Behavioural Differences in Solo, Competitive and Collaborative Games -- The Oculus Rift Film Experience: A Case Study on Understanding Films in a Head Mounted Display -- WWoW: World Without Walls. Immersive Mixed Reality with Virtual Co-location, Natural Interactions, and Remote Collaboration -- My Drama: Story-based Game for Understanding Emotions in Context -- Building game scripting DSL's with the Metacasanova metacompiler -- Interaction Design Tools for Autism -- Poème Numérique: Technology-Mediated Audience Participation (TMAP) using Smartphones and High-Frequency Sound IDs. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th International Conference on Intelligent technologies for Interactive Entertainment, INTETAIN 2016, held in Utrecht, The Netherlands, in June 2016. The 19 full papers, 5 short and 6 workshop papers were selected from 49 submissions and present novel interactive techniques and their application in entertainment, education, culture and art. The papers are grouped in six thematic sessions: serious games, novel applications and tools, exertion games, persuasion and motivation, interaction technologies and game studies.
