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	Nota di contenuto	A research on value chain structure of the performing arts consumers social media usage : Application of means-end chain theory and involvement -- Predicting Shot Success for Table Tennis using Video Analysis and Machine Learning -- Interactive Assessment Tools for Computational Thinking in High School STEM Classrooms -- Choreographing Digital Water for Interactive Water Performance -- Collaborative Choreography: A Critical Inquiry Into Designing Creative Interactive Systems -- Perception and manipulation of game control -- Head Pose Estimation by Perspective-n-Point Solution Based on 2D Markerless Face Tracking -- Special Session on Humor in Intelligent Environments Towards Environments that Have a Sense of Humor -- Understanding the Foundations and Devices in Humour to Determine Practical Design Methods for Systems that Create and/or Detect

Humour -- Engaging Participation in STEM Education: Creating Meaningful Experiences with Interaction Design -- Radical Publishing: The Organization and Distribution of Art, Literature and Information in the 21st Century.

Sommario/riassunto	This book constitutes the proceedings of the 6th International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2014. The 8 full papers presented together with 4 special session papers, 4 panels, and 6 extended abstracts were carefully selected from 26 submissions. The papers present interdisciplinary research, covering topics such as creativity applied to technology, AI, cognition, and models of engagement and play. The special session papers address the topic of humor in intelligent environments.