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Disciplina	006.7
Soggetti	Interactive multimedia Multimedia systems User interfaces (Computer systems) Human-computer interaction Artificial intelligence Image processing - Digital techniques Computer vision Application software Media Design User Interfaces and Human Computer Interaction Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Player Expectations of Animal Incorporated Computer Games -- Reaper Tournament System -- Analysis of Average Hand-drawing and Its Application -- Dynamorph: Montessori Inspired Design for Seniors with Dementia Living in Long-Term Care Facilities -- AR Sound Sandbox: A playful interface for musical and artistic expression -- Kessel Run - a cooperative multiplayer SSVEP BCI game -- Persuasive Games for

Intergenerational Social Interaction in Urban Environments --
Trampoline Jumping with a Head-Mounted Display in Virtual Reality
Entertainment -- Exploring Children's Use of a Remotely Controlled
Surfacebot Character for Storytelling -- MuMail – A Simple Multimedia
Email Client -- Enabling augmented sense-making (and pure
experience) with wearable technology Playable Cities Workshop -- G:
RASS – Experiencing a City through an Artist's Eyes -- Placemaking
across Platforms: Playing to Circulate Stories in the Smart City -- Smart
Magic City Run: Exploring the Implications of Public Augmented Reality
Games.-Beating the City: Three Inspirational Design Patterns to
Promote Social Play through Aligning Rhythms.

Sommario/riassunto

This book constitutes the refereed proceedings of the 9th International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2017, held in Funchal, Portugal, in June 2017. The 15 full papers were selected from 19 submissions and present developments and insights in art, design, science and engineering regarding novel entertainment-focused devices, paradigms, and reconfiguration of entertainment experiences.
