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	Soggetti	Education - Data processing Computer vision Artificial intelligence User interfaces (Computer systems) Human-computer interaction Social sciences - Data processing Computer engineering Computer networks Computers and Education Computer Vision Artificial Intelligence User Interfaces and Human Computer Interaction Computer Application in Social and Behavioral Sciences Computer Engineering and Networks
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	Nota di contenuto	Virtual Reality and Augmented Reality in Edutainment -- Barycentric shift model based VR application for detection and classification on body balance disorders -- Simulating Waiting Hall with Mass Passengers -- Geospatial Data Holographic Rendering Using Windows

Mixed Reality -- Developing an Augmented Reality Multiplayer Learning Game: Lessons Learned -- Mixed reality-based simulator for training on imageless navigation skills in total hip replacement procedures -- Naturally Interact With Mobile Virtual Reality by CAT -- Avebury Portal – A Location-Based Augmented Reality Treasure Hunt for Archaeological Sites -- Gamification for Serious Game and Training -- An Analysis of Gamification Effect of Frequent-Flyer Program -- A Serious Game for Learning the Conversation Method with Autism for Typically Developing -- User Experience Research and Practice of Gamification for Driving Training -- Affective Interaction Technology of Companion Robots for the Elderly: A Review -- Gamification Strategies for an Introductory Algorithms and Programming Course -- Graphics, Imaging and Applications -- Structure Reconstruction of Indoor Scene from Terrestrial Laser Scanner -- A Fast and Layered Real Rendering Method for Human Face Model—D-BRDF -- A Queue-based Bandwidth Allocation Method for Streaming Media Servers in M-Learning VoD Systems -- A Hole Repairing Method based on Edge-Preserving Projection -- A Hole Repairing Method based on Slicing -- An improved total variation denoising model -- Spectral Dictionary Learning based Multispectral Image Compression -- Intrinsic Co-decomposition for Stereoscopic Images -- A Terrain Classification Method for POLSAR Images based on Modified Scattering Parameters -- PolSAR Data Classification via Combined Similarity Based Immune Clonal Spectral Clustering -- Game Rendering and Animation -- Modeling Emotional Contagion for Crowd in Emergencies -- A Semantic Parametric Model for 3D Human Body Reshaping -- Dynamic Load Balancing for Massively Multiplayer Online GamesUsing OPNET -- A slice-guided method of indoor scene structure retrieving -- A Deep Reinforcement Learning Approach for Autonomous Car Racing -- An Improved Bi-goal Algorithm for Many-Objective Optimization -- 3D human motion retrieval based on graph model -- Game Rendering and Animation & Computer Vision in Position-based simulation of skeleton-driven characters -- Parallel MOEA/D for Real-time Multi-objective Optimization Problems -- Bearing-only and Bearing-Doppler Target Tracking Based on EKF -- A motion-driven system for performing art -- Latent Topic Model based Multi-feature Learning for PolSAR Terrain Classication -- E-Learning and Game -- TLogic: A tangible programming tool to help children solve problems -- School-Enterprise Cooperative Innovation and Entrepreneurship Courses and Case Library of Emerging Engineering Education -- The Dilemma in University Internal Governance and Exploration for the Innovative Solution -- Interactive Web 3D Contents Development Framework Based on Linked Data for Japanese History Education -- Collecting Visual Effect Linked Data using GWAP -- School-Enterprise Cooperative Innovation and Entrepreneurship Courses and Case Library of Emerging Engineering Education -- E-learning Rhythm Design: case study using Fighting Games -- A Mobile Learning System with Multi-point Interaction -- Research on Mobile Learning System of Colleges and Universities -- A study of Negative Emotion Regulation of College Students by Social Games Design -- Analysis of College Students' Employment, Unemployment and Enrollment with Self-Organizing Maps -- Hands on work game: neuro-pedagogical method to improve math fraction teaching -- The Research on Serious Games in Social Skills Training for Children with Autism -- A WebRTC E-Learning System Based on Kurento Media Server -- A Plant Growing Game Based on Mobile Terminal and Embedded Technology -- Computer Vision in Edutainment -- Static 3D Hand Gesture Recognition Method -- A Combined Deep Learning and Semi-Supervised Classification Algorithm

for LS Area -- A novel feature-based pose estimation method for 3D faces -- Humanoid Robot Control Based on Deep Learning -- Improved Modular Convolution Neural Network for Human Pose Estimation -- Using Face Recognition to Detect "Ghost Writer" Cheating in Examination -- Texture Image Segmentation Based on Stationary Directionlet Domain Probabilistic Graphical Model -- Hand Pose Estimation using Convolutional Neural Networks and Support Vector Regression.

Sommario/riassunto	This book constitutes the refereed proceedings of the 12th International Conference on e-Learning and Games, EDUTAINMENT 2018, held in Xi'an, China, in June 2018. The 32 full and 32 short papers presented in this volume were carefully reviewed and selected from 85 submissions. The papers were organized in topical sections named: virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; game rendering and animation; game rendering and animation and computer vision in edutainment; e-learning and game; and computer vision in edutainment.