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Disciplina	790.20285
Soggetti	Microcomputers Computer vision User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computers, Special purpose Computers Personal Computing Computer Vision User Interfaces and Human Computer Interaction Artificial Intelligence Special Purpose and Application-Based Systems Computing Milieux
Lingua di pubblicazione	Inglese
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Sommario/riassunto	This book constitutes the refereed proceedings of the 17th International Conference on Entertainment Computing, ICEC 2018, held at the 24th IFIP World Computer Congress, WCC 2018, in Poznan, Poland, in September 2018. The 15 full papers, 13 short papers, and

23 poster, demonstration, and workshop papers presented were carefully reviewed and selected from 65 submissions. They cover a large range of topics in the following thematic areas: digital games and interactive entertainment; design, human-computer interaction, and analysis of entertainment systems; interactive art, performance and cultural computing; entertainment devices, platforms and systems; theoretical foundations and ethical issues; entertainment for purpose and persuasion; computational methodologies for entertainment; and media studies, communication, business, and information systems.
