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A Hybrid Virtual-Augmented Serious Game to Improve Driving Safety Awareness.

Sommario/riassunto

This book constitutes the refereed conference proceedings of the 14th International Conference on Advances in Computer Entertainment Technology, ACE 2017, held in London, UK, in December 2017. The 59 full papers presented were selected from a total of 229 submissions. ACE is by nature a multi-disciplinary conference, therefore attracting people across a wide spectrum of interests and disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. The main goal is to stimulate discussion in the development of new and compelling entertainment computing and interactive art concepts and applications. The chapter 'eSport vs irlSport' is open access under a CC BY 4.0 license via link.springer.com.