

1. Record Nr.	UNINA9910447245603321
Titolo	Entertainment computing-ICEC 2020 : 19th IFIP TC 14 international conference, ICEC 2020, Xi'an, China, November 10-13, 2020, proceedings / / edited by Nuno J. Nunes [and four others]
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2021] Â©2021
ISBN	3-030-65736-1
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (X, 470 p. 249 illus., 210 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 12523
Disciplina	004.16
Soggetti	Microcomputers Artificial intelligence Optical data processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Games -- Serious Violence: The Effects of Violent Elements in Serious Games -- Enhancing Game-Based Learning Through Infographics in the Context of Smart Home Security -- Automatic Generation of Game Levels Based on Controllable Wave Function Collapse Algorithm -- VR-DLR: A Serious Game of Somatosensory Driving Applied to Limb Rehabilitation Training -- A Procedurally Generated World for a Zombie Survival Game -- "Let's Play a Game!" Serious Games for Arabic Children with Dictation Difficulties -- Provchastic: Understanding and predicting game events using provenance -- Applying and Facilitating Serious Location-based Games -- The Braille Typist: A Serious Game Proposal for Braille Typewriter Training -- Murder Mystery Game Setting Research using Game Renement Measurement -- Finding flow in training activities by exploring single-agent arcade game information dynamics -- Players Perception of Loot Boxes -- Braillestick: A Game Control Proposal for Blind Users Based on the Braille Typewriter -- Virtual Reality and Augmented Reality -- Conquer Catharsis -- A VR Environment for Anxiety Treatment of Children and Adolescents -- Virtual Reality Games for Stroke Rehabilitation : A Feasibility Study -- Interactive Simulation of DNA Structure for Mobile-

Learning -- Augmented Reality towards facilitating abstract concepts learning -- Enhancing Whale Watching with mobile Apps and Streaming Passive Acoustics -- Tell a Tail: Leveraging XR for a Transmedia on Animal Welfare -- Survival On Mars - A VR Experience -- Tangible Multi-Card Projector-based Interaction With Physics -- Co-Sound: An interactive medium with WebAR and spatial synchronization -- A Memory Game Proposal for Facial Expressions Recognition in Health Therapies -- Artificial Intelligence -- Procedural Creation of Behavior Trees for NPCs -- Developing Japanese Ikebana as a Digital Painting Tool via AI -- Learning of Art Style Using AI and Its Evaluation Based on Psychological Experiments -- Deep Learning-Based Segmentation of Key Objects of Transmission Lines -- Classification of Chinese and Western Painting Images based on Brushstrokes Feature -- Role and value of character design of social robots -- Edutainment and Art -- Clas-Maze: An Edutainment Tool Combining Tangible Programming and Living Knowledge -- To Binge or not To Binge: viewers' moods and behaviors during the consumption of subscribed video streaming -- Psychological Evaluation for Images/Videos Displayed using Large LED Display and Projector -- To Borrow Arrows with Thatched Boats: an educational game for early years under the background of Chinese Three Kingdoms culture -- João em Foco: A Learning Object About the Dyslexia Disorder.-3D Modeling -- 3D Modeling and 3D Materialization of Fluid Art That Occurs in Very Short Time -- A 3D Flower Modeling Method Based on a Single Image -- Dynamic 3D Scanning Based on Optical Tracking -- Animation -- Body2Particles: Designing Particle Systems Using Body Gestures -- Discussion on the Art of Embryonic Form of computer Animation -- The Peepshow.

Sommario/riassunto

This book constitutes the refereed proceedings of the 19th IFIP TC 14 International Conference on Entertainment Computing, ICEC 2020, which was supposed to take place in Xi'an, China, in November 2020, but it was instead held virtually due to the COVID-19 pandemic. The 21 full papers and 18 short papers presented were carefully reviewed and selected from 72 submissions. They cover a large range of topics in the following thematic areas: games; virtual reality and augmented reality; artificial intelligence; edutainment and art; 3D modeling; and animation.
