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Nota di contenuto	Session 1: Agents -- Towards Bi-directional Dancing Interaction -- An Emotional Path Finding Mechanism for Augmented Reality Applications -- Interacting with a Virtual Conductor -- Animal Controlled Computer Games: Playing Pac-Man Against Real Crickets -- Session 2: Cultural and Psychological Metrics -- Leaving a Message with the PaPeRo Robot:

The Effect of Interaction Experience with Real or Virtual PaPeRo on Impression Evaluation -- Passive Interactivity, an Answer to Interactive Emotion -- Entertainment on Mobile Internet Services: From the Korean Consumer Perspectives -- Experimental Approach for Human Perception Based Image Quality Assessment -- Session 3: Transforming Broadcast Experience -- Interaction and Participation in Radio Plays: A Novel Approach to an Old Medium -- Real-Time Monitoring System for TV Commercials Using Video Features -- Interactive Dramaturgy by Generating Acousmêtre in a Virtual Environment -- Session 4: Culture, Place, Play -- Exposure to Violent Video Games and Desensitization to Violence in Children and Adolescents -- Kansei Mediated Entertainment -- Backseat Playgrounds: Pervasive Storytelling in Vast Location Based Games -- Session 5: Display Technology -- Layered Multiple Displays for Immersive and Interactive Digital Contents -- Design and Implementation of a Fast Integral Image Rendering Method -- A Neural Classifier for Anomaly Detection in Magnetic Motion Capture -- Multichannel Distribution for Universal Multimedia Access in Home Media Gateways -- Session 6: Authoring Tools 1 -- Language-Driven Development of Videogames: The Experience -- Architecture of an Authoring System to Support the Creation of Interactive Contents -- Applying Direct Manipulation Interfaces to Customizing Player Character Behaviour -- Programmable Vertex Processing Unit for MobileGame Development -- Session 7: Object Tracking -- Vision-Based Real-Time Camera Matchmoving with a Known Marker -- OHAJIKI Interface: Flicking Gesture Recognition with a High-Speed Camera -- The Smart Dice Cup: A Radio Controlled Sentient Interaction Device -- Session 8: Edutainment -- Learning About Cultural Heritage by Playing Geogames -- Dynamic Binding Is the Name of the Game -- Lessons Learned from Designing a Virtual Heritage Entertainment Application for Interactive Education -- Session 9: Network Games -- A Dynamic Load Balancing for Massive Multiplayer Online Game Server -- My Photos Are My Bullets – Using Camera as the Primary Means of Player-to-Player Interaction in a Mobile Multiplayer Game -- Enjoyment or Engagement? Role of Social Interaction in Playing Massively Mulitplayer Online Role-Playing Games (MMORPGS) -- Session 10: Authoring Tools 2 -- On-Line Motion Style Transfer -- Dynamic Skinning for Popping Dance -- Discovery of Online Game User Relationship Based on Co-occurrence of Words -- Posters -- Mobile Phone Gaming (A Follow-Up Survey of the Mobile Phone Gaming Sector and Its Users) -- Designing a Story Database for Use in Automatic Story Generation -- An Efficient Algorithm for Rendering Large Bodies of Water -- Forbidden City Explorer: A Guide System That Gives Priority to Shared Images and Chats -- Reinforcement Learning of Intelligent Characters in Fighting Action Games -- Capturing Entertainment Through Heart Rate Dynamics in the Playware Playground -- Design Implications of Social Interaction in Online Games -- TEMPEST: A Text Input System for Musical Performers -- Design Strategies for Enhancing Experience-Based Activities -- Imitating the Behavior of Human Players in Action Games -- Electronic Treasure Hunt: Real-Time Cooperation Type Game That Uses LocationInformation -- Design of Positive Biofeedback Using a Robot's Behaviors as Motion Media -- Social Landscapes: Visual Interface to Improve Awareness in Human Relationships on Social Networking Sites -- Bare Hand Interface for Interaction in the Video See-Through HMD Based Wearable AR Environment -- Studying User Experience with Digital Audio Players -- The Development of a Collaborative Virtual Heritage Edutainment System with Tangible Interfaces -- Clustering of Online Game Users Based on Their Trails Using Self-organizing Map -- Communication

Supports for Building World Wide Internet Game Communities -- Hardcore Gamers and Casual Gamers Playing Online Together -- High-Precision Hand Interface -- Real-Time Animation of Large Crowds -- Vision-Based Bare-Hand Gesture Interface for Interactive Augmented Reality Applications -- PHI: Physics Application Programming Interface -- A Vision-Based Non-contact Interactive Advertisement with a Display Wall -- "SplashGame": A Ludo-educative Application Based on Genre and Verbal Interactions Concepts -- Shadow Texture Atlas -- A Chording Glove for Games: Development of a Wearable Game Device -- VIRSTORY: A Collaborative Virtual Storytelling.

Sommario/riassunto

Welcome to the proceedings of ICEC 2006 Firstly, we are pleased with the solid work of all the authors who contributed to ICEC 2006 by submitting their papers. ICEC 2006 attracted 47 full paper submissions, 48 short paper submissions in total 95 technical papers. Based on a thorough review and selection process by 85 international experts from academia and industry as members of the Program Committee, a high-quality program was compiled. The International Program Committee consisted of experts from all over the world: 2 from Austria, 1 from Canada, 3 from China, 3 from Finland, 3 from France, 11 from Germany, 2 from Greece, 2 from Ireland, 5 from Italy, 10 from Japan, 1 from Korea, 7 from Netherlands, 2 from Portugal, 1 from Singapore, 3 from Spain, 3 from Sweden, 1 from Switzerland, 15 from UK, and 14 from USA. The final decision was made by review and conference chairs based on at least three reviewers' feedback available online via the conference management tool. As a result, 17 full papers and 17 short papers were accepted as submitted or with minor revisions. For the remaining submissions, 28 were recommended to change according to the reviews and were submitted as posters. This proceedings volume presents 62 technical contributions which are from many different countries: Belgium, Canada, P. R. China, Denmark, Finland, France, Germany, Italy, Japan, Korea, The Netherlands, Portugal, Singapore, Spain, Sweden, Taiwan, the UK, and USA.