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Nota di contenuto	Long Papers -- COMPASS2008: Multimodal, Multilingual and Crosslingual Interaction for Mobile Tourist Guide Applications -- Discovering the European Heritage Through the ChiKho Educational Web Game -- Squidball: An Experiment in Large-Scale Motion Capture and Game Design -- Generating Ambient Behaviors in Computer Role-Playing Games -- Telepresence Techniques for Controlling Avatar Motion in First Person Games -- Parallel Presentations for Heterogenous User Groups -- An Initial User Study -- Performing Physical Object References with Migrating Virtual Characters -- AI-Mediated Interaction in Virtual Reality Art -- Laughter Abounds in the Mouths of Computers: Investigations in Automatic Humor Recognition -- AmbientBrowser: Web Browser for Everyday Enrichment -- Ambient Intelligence in Edutainment: Tangible Interaction with Life-Like Exhibit Guides -- Drawings as Input for Handheld Game Computers -- Let's Come Together -- Social Navigation Behaviors of Virtual and Real Humans -- Interacting with a Virtual Rap Dancer -- Grounding Emotions in Human-Machine Conversational Systems -- Water,

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