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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8770
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Soggetti	Personal computers User interfaces (Computer systems) Computer graphics Multimedia systems Artificial intelligence Personal Computing User Interfaces and Human Computer Interaction Computer Graphics Media Design Artificial Intelligence
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Livello bibliografico	Monografia
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Nota di contenuto	Digital games and interactive entertainment -- Entertainment for purpose and persuasion -- Computational methodologies for entertainment -- Entertainment devices, platforms and systems -- Interactive art, performance and novel interactions.
Sommario/riassunto	This book constitutes the refereed proceedings of the 13th International Conference on Entertainment Computing, ICEC 2014, held in Sydney, Australia, in October 2013. The 20 full papers, 6 short papers and 8 posters presented were carefully reviewed and selected from 62 submissions. In addition to these papers, the program featured 3 demonstration papers, and 2 workshops. The papers cover various aspects of entertainment computing including authoring,

development, use and evaluation of digital entertainment artefacts and processes.
