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## Sommario/riassunto

This book constitutes the refereed proceedings of the 15th  
International Conference on Entertainment Computing, ICEC 2016, held  
in Vienna, Austria, in September 2016. The 16 full papers, 13 short  
papers, and 2 posters presented were carefully reviewed and selected  
from 46 submissions. The multidisciplinary nature of entertainment  
computing is reflected by the papers. They are organized in the  
following topical sections: games for health, learning, and social  
change; use and evaluation of digital entertainment; and entertainment  
technology.

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