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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.
