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Collana	Lecture notes in computer science ; ; 5294
Disciplina	794.8
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Keynotes -- Rotational Dynamics for Design of Bidirectional Feedback during Manual Interaction -- Hypercomputation, Unconsciousness and Entertainment Technology -- Focus on Innovation -- Pervasive Mobile Games -- A New Mindset for Players and Developers -- EyeMote -- Towards Context-Aware Gaming Using Eye Movements Recorded from Wearable Electrooculography -- The Audio Adventurer: Design of a Portable Audio Adventure Game -- Building RFID-Based Augmented Dice with Perfect Recognition Rates -- Aseba-Challenge: An Open-Source Multiplayer Introduction to Mobile Robots Programming -- Test-Bed for Multimodal Games on Mobile Devices -- Affect and Gaming -- Dynamic Game Balancing by Recognizing Affect -- Alone or Together: Exploring the Effect of Physical Co-presence on the Emotional Expressions of Game Playing Children Across Cultures -- Shared Fun Is Doubled Fun: Player Enjoyment as a Function of Social Setting -- The Unlikeability of a Cuddly Toy Interface: An Experimental Study of Preschoolers' Likeability and Usability of a 3D Game Played with a Cuddly Toy Versus a Keyboard -- Think Aloud during fMRI: Neuronal Correlates of Subjective Experience in Video Games -- Engagement and EMG in Serious Gaming: Experimenting with Sound and Dynamics in the Levee Patroller Training Game -- Log Who's

Playing: Psychophysiological Game Analysis Made Easy through Event Logging -- Fun n'Games for Young and Old -- Acting Your Age in Second Life -- Developing an Adaptive Memory Game for Seniors -- A Tangible Tabletop Game Supporting Therapy of Children with Cerebral Palsy -- A Music Educational Entertainment Environment for Preschoolers.

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Sommario/riassunto

This book constitutes the refereed proceedings of the Second International Conference on Fun and Games, held in Eindhoven, The Netherlands, in October 2008. The 17 revised full papers, presented together with 2 invited talks were carefully reviewed and selected from a total of 36 submissions. The papers encompass the study of computer games, game development and experiences by researchers from social sciences, computing, electrical engineering, design, etc. Main focus is given to topics such as tightly-coupled embodied control of movement-sensitive mobile devices, hypercomputation and cultural computing, emerging gaming paradigms, concepts and platforms to support gaming, affective aspects of gaming, and finally to the notion of serious games to help provide cognitive or physiological training.

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