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Titolo	Entertainment Computing - ICEC 2012 [[electronic resource]] : 11th International Conference, ICEC 2012, Bremen, Germany, September 26-29, 2012, Proceedings // edited by Marc Herrlich, Rainer Malaka, Maic Masuch
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Descrizione fisica	1 online resource (XX, 611 p. 189 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7522
Disciplina	790.20285
Soggetti	Personal computers Education—Data processing Multimedia systems User interfaces (Computer systems) Computer graphics Application software Personal Computing Computers and Education Media Design User Interfaces and Human Computer Interaction Computer Graphics Computer Appl. in Arts and Humanities
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	International conference proceedings.
Nota di bibliografia	Includes bibliographical references and author index.
Nota di contenuto	story telling -- serious games (learning and training) -- self and identity, interactive performance -- mixed reality and 3D worlds -- serious games (health and social) -- player experience -- tools and methods -- user interface -- demonstrations -- industry demonstration -- harnessing collective intelligence with games -- game development and model-driven software development -- mobile gaming, mobile life – interweaving the virtual and the real -- exploring the challenges of ethics, privacy and trust in serious gaming -- open

source software for entertainment.

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th International Conference on Entertainment Computing, ICEC 2012, held in Bremen, Germany, in September 2012. The 21 full papers, 13 short papers, 16 posters, 8 demos, 4 workshops, 1 tutorial and 3 doctoral consortium submissions presented were carefully reviewed and selected from 115 submissions. The papers are organized in topical sections on story telling; serious games (learning and training); self and identity, interactive performance; mixed reality and 3D worlds; serious games (health and social); player experience; tools and methods; user interface; demonstrations; industry demonstration; harnessing collective intelligence with games; game development and model-driven software development; mobile gaming, mobile life – interweaving the virtual and the real; exploring the challenges of ethics, privacy and trust in serious gaming; open source software for entertainment.

2. **Record Nr.**

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Titolo

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