

1. Record Nr.	UNISA996465399903316
Titolo	Entertainment Computing - ICEC 2004 [[electronic resource]] : Third International Conference, Eindhoven, The Netherlands, September 1-3, 2004, Proceedings // edited by Matthias Rauterberg
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2004
ISBN	3-540-28643-8
Edizione	[1st ed. 2004.]
Descrizione fisica	1 online resource (XXIII, 617 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3166
Disciplina	790.20285
Soggetti	Application software User interfaces (Computer systems) Multimedia information systems Artificial intelligence Computer Applications User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Multimedia Information Systems Artificial Intelligence Computer Appl. in Arts and Humanities
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Invited Presentations -- Advanced Interaction Design -- Art, Design, and Media -- Augmented, Virtual, and Mixed Reality -- Computer Games -- Human Factors of Games -- Intelligent Games -- Mobile Entertainment -- Sound and Music -- Visual Media Engineering.
Sommario/riassunto	The advancement of information and communication technologies (ICT) has enabled broad use of ICT and facilitated the use of ICT in the private and personal domain. ICT-related industries are directing their business targets to home applications. Among these applications, entertainment will differentiate ICT applications in the private and personal market from the of?ce. Comprehensive research and development on ICT - plications for entertainment will be different for

the promotion of ICT use in the home and other places for leisure. So far engineering research and development on entertainment has never been really established in the academic communities. On the other hand entertainment-related industries such as the video and computer game industries have been growing rapidly in the last 10 years, and today the entertainment computing business outperforms the turnover of the movie industry. Entertainment robots are drawing the attention of young people.

The event called RoboCup has been increasing the number of participants year by year. Entertainment technologies cover a broad range of products and services: movies, music, TV (including upcoming interactive TV), VCR, VoD (including music on demand), computer games, game consoles, video arcades, gaming machines, the Internet (e. g. , chat rooms, board and card games, MUD), intelligent toys, edutainment, simulations, sport, theme parks, virtual reality, and upcoming service robots. The field of entertainment computing focuses on users' growing use of entertainment technologies at work, in school and at home, and the impact of this technology on their behavior. Nearly every working and living place has computers, and over two-thirds of children in industrialized countries have computers in their homes as well.
