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	Nota di contenuto	How I Learned to Love the Bomb: Defcon and the Ethics of Computer Games -- How I Learned to Love the Bomb: Defcon and the Ethics of Computer Games -- When Items Become Victims: Brand Memory in Violent and Nonviolent Games -- Immersion, the Greatest Hook -- Newsgames: Theory and Design -- Agents That Relate: Improving the Social Believability of Non-Player Characters in Role-Playing Games -- A Surround Display Warp-Mesh Utility to Enhance Player Engagement -- Development and Evaluation of a Centaur Robot -- Analysis of Japanese Folktales for the Purpose of Story Generation -- Strategic Path

Planning on the Basis of Risk vs. Time -- Fear Inducer: A Mixed Reality Audio Experience -- Game Bot Detection Based on Avatar Trajectory -- Achievement of Carrying Objects by Small-Sized Humanoid Robot -- Interactive Multimedia Contents in the IllusionHole -- Creating an Emotionally Adaptive Game -- Robust Interactive Storytelling Framework for Automatic TV Content/Story Production -- Designing Toys That Come Alive: Curious Robots for Creative Play -- Musical B-boying: A Wearable Musical Instrument by Dancing -- Hybrid Visual Tracking for Augmented Books -- Towards Emotional Characters in Computer Games -- Sense Cup: A Design of a New Interactive Holistic Sense Convergence Device for Digital Storytelling -- Frame Selection for Automatic Comic Generation from Game Log -- Conscientious Objector: Pacifism, Politics and Abusing the Player in Doom 3 -- Experiences Employing Novice Wizard Operators in a Gallery Setting -- Fast Rendering of Large Crowds Using GPU -- Physiological Player Sensing: New Interaction Devices for Video Games -- Hitch Haiku: An Interactive Supporting System for Composing Haiku Poem -- Posters -- Dome Displays for Educational Games and Activities in the Museum and on the Road -- Game-Based Simulation for the Evaluation of Threat Detection in a Seaport Environment -- BCI for Games: A 'State of the Art' Survey -- In-Depth Observation of Video Gamers -- BioMedia for Entertainment.

| Sommario/riassunto | This book constitutes the thoroughly refereed post-conference proceedings of the 7th International Conference on Entertainment Computing, ICEC 2008, held in Pittsburgh, PA, USA, in September 2008, under the auspices of IFIP. The 26 revised full papers and 5 poster papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers cover entertainment experiences from robots to television, music to audio enhancing emotion, and dancing to poetry, as well as traditional game development. |